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August 1995
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TIME KEEPERS EXCLUSIVE PLAYABLE DEMO
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THE ONE AMIGA
TIMEKEEPERS
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GLOOM
Finally meet your Doom inside.
STREETFIGHTER II
Is it really that super?

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AUGUST 1995

THOSE EARLY BITS

WiPS

REVIEWS





UPDATES

REPLAYS!

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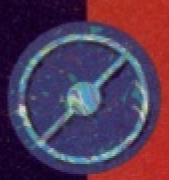
THE ONE AMIGA

THE ONE AMIGA you have known and loved is not dead, but it has changed somewhat. The previous writers and publishers have moved on to better things, and the magazine now lies in entirely new hands, at Maverick Magazines. So we'll take to opportunity to welcome all the original readers of The One to the new Maverick Edition, and to point out to them the new address.

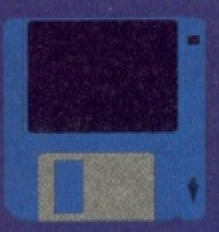


THE ONE AMIGA,
MAVERICK MAGAZINES,
16-17 HOLLYBUSH ROW,
OXFORD, OX1 1JH
TEL : 01865 202770 FAX : 01865 202771

UNDER NEW MANAGEMENT



To welcome all new readers to the magazine, we've devoted this page to quick rundown of the various features you are likely to encounter in your average issue of the magazine, so read away.



BOOT SECTOR

Find out exactly what's on, and what to do with, that small plastic disk that was attached to the front of the magazine.



WiPS

WiP? Work In Progress mate. When a game is not yet ready for review, the company may allow us an early look, or WiP. Right?



REVIEWS

Isn't this the reason you've bought the magazine? Find out all you need to know in the most un-biased reviews around.



UPDATES

So you've got an A1200 and you're wondering whether that lastest CD32 game is going to appear on it. Here's where to find out.



REPLAYS!

Joy! Wanna buy cheap games? When a game is re-released at a lower price it'll appear right here, with a little re-review!



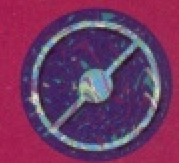
TIPS

So you've got this new game right, and you're completely stuck. Why not write in then, or wait for advice in the tips section?



REWIND

An all new feature exclusive to the Maverick One. We wind back the clock and decide if games really were worth their original mark



BOOT SECTOR

LOADING YOUR DISK

1. We at THE ONE have decided to simplify you cover disk needs, so all you have to do is follow this simple rule. Put the DISK in the DISK DRIVE, and turn on your AMIGA. The GAME will now LOAD. Easy isn't it? No need for messy uncompresssors, spare disks or anything else. Not for nothing are we not ARSE.

TIMEKEEPERS

The One & Vulcan Software

Timekeepers. What can I tell you that Rich hasn't in the review? Well, not a lot actually, because he's a pretty thorough young chap. Okay, the disk you hold in your sweaty mitt contains 2 playable levels from the Vietnam Land of the finished game. The aim of the game is to get all of the Timekeepers into exit (the round glowing thing, with the cross on it), but how do you get them there? Well, like Lemmings (you don't say) the Timekeepers are a little bit stupid, and constantly walk forwards to their doom. To make them do more sensible things you must lay commands on the ground in front of them for them to take notice of. For example, if you want one of the men to head left, then placing a. left arrow on the ground in front of him would do the trick. You commands are limited to the four directions, use, jump, wait and attack. These all all pretty self explanatory, but in case you don't understand take a look at the instructions on the right hand page.

If you finish the demo you will get a bit of blurb about how great the game is, and then should notice a large reader offer which we have managed to secure between Vulcan and ourselves. By filling in the coupon which follows the extensive review you can get your copy of Timekeepers (which is only available mail order remember) for just £12.99 (+p&p).

And what can I put in this small space here? How about ARSE? Nope, done that B4.





Okay, you might have noticed that this month's cover disks have been reduced in size. I don't mean that they're physically smallerm, just that there is now only one of them! Such is the dearth of quality software around at the moment and the total lack of commitment to the Amiga by software houses, actually getting two disks on the cover without resorting to PD, or old software in the limited time we had to put the mag together proved impossible. In any case, what there is on this single disk should be impressive enough for anyone.



TIMEKEEPERS

Vulcan



ERASER Used to rub out unwanted commands

DOWN Used to make the men turn and walk down.

RIGHT Used to make the men turn and walk right.

JUMP Used to make the men jump in the direction they're walking

ATTACK Used to make the men attack an opponent in the space ahead of them

UP Used to make the men turn and walk upwards.

LEFT Used to make the men turn and walk left.

CLOCK Used to make the men stop and wait for a bit.

USE Used to make the men use an item in the space in front of them

To lay a command on the ground, simply click the mouse pointer on the icon on the command line and your pointer will change into the selected command. Then place the command where you want the Timekeeper to walk on it and click the mouse button. Simple isn't it?

NEWS

WE'RE ALIVE

Pretty obvious really, as you're reading this article, but we thought you might like to know that The One Amiga is back from the grave. You see, the original The One was published by Emap Images in London, whereas the issue you now hold in your hands in published by an all new band of chaps at Maverick Magazines in Oxford. In case you're interested Maverick have been responsible for a number of console and computer titles over the years, including Mega Drive Advanced Gaming, Super Control, PC Player, MegaTech (after it's purchase from Emap) and Mega (after it's purchase from Future). And funnily enough talking of Future publishing (and not really wanting to start a war here lads), it seems that the news of The One's demise was a little premature. Both Future's Amiga titles, Amiga Power and Amiga Format, ran obituaries for The One in their August issues, as did IDG's Amiga Action. Just goes to show, that if you want the most up to date news you're better off sticking with The One. We'll be doing our best to keep The One much as it was, which will, of course, include liberal use of the word Arse on the majority of the pages.







Goodbye...

Amiga games magazine *The One* is no more. Published by Emap and edited by ex-games editor of *Amiga Format*, Andy Nuttall, the title will cease publication from the [...] issue.

Emap say the title [...]ther than closed outright due [...] and new releases. T[...] was also cited as a [...]

The One, not [...] coverlines (such a[...] pages of Pant-tas[...] competitor and [...]

All is not d[...] to pastures ne[...] money, and th[...] depending o[...]

Look at the fonts on that!

One Gone

The One Amiga, one of the longest-running computer game magazines and Amiga Action rival, will have its publication 'suspended' after the August issue due to the depressed state of the Amiga market. In others words, it will disappear from the shelves for an indefinite period.

This will of course do Amiga Action no harm, and usually we'd take heart at reduced competition and the chance of a few more sales, but it does seem ironic to us that a magazine is forced to cease publication because of the bumbling ineptitude of the company whose product it is trying to represent: namely Commodore.

Their year long saga effectively saw the Amiga become the poor man's games machine, and if Escom want the respect of games and magazine publishers they need to prove that they can re-establish some credibility for a computer which, whilst not exactly having been killed, has certainly been crippled by bad management. If they don't, then other magazines will follow The One, and soon the Amiga will be nothing but a bunch of chips inside a PC.

But anyway, if you're reading this in the shop after failing to find The One, then BUY US! WE'RE STILL HERE! For now, at any rate.

The Amiga release schedule:

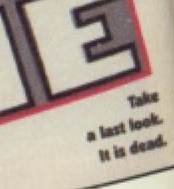
Is it any wonder?

ONE DOWN...

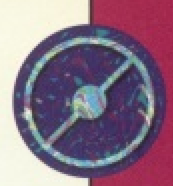
[...]en we heard about the 'suspension' (ie closure) of rival magazine The One, [...]were planning on doing a restrained little piece on it. We were going to [...]mment that even though the attempts at humour relied almost exclusively on [...] word 'Arse' (a ploy used by Sega Power over a year ago, and it wasn't funny [...]en then) and even though the reviews were frequently of the "it is good" or "it is [...]rap" variety without actually saying why, and even though they let Fields of Glory, Elfmania, Valhalla and Rise of the Robots off with a terribly easy ride (and didn't, for example, point out the major flaws in each until months later), it was an okay-ish sort of competitor, and if you'd rather read endless pages of press releases and facts about software industry 'personalities', was a better choice than the entertainment-and-truth-led AMIGA POWER. That's what we were going to say, but then we read the last issue.

"Arse, arse, arse and arse again," it started, and then got sort of worse. A half page joke news item about trade press newspaper Computer Trade Weekly that only people in the software industry would understand, far too many pages of overlong and dull previews, typically lax review marks and two pages about Keith Smith, a PR man no reader has ever heard of. Sigh.

So although the closure of any Amiga mag adds further doubt to the already uncertain future of the Amiga, and although we're sad it was The One that folded first instead of Amiga Action and although we respect The One for beating us to almost every single exclusive coverdisk demo ever, we've shed no tears at its passing. "It's terrible, and I'm glad it's dead" said Jonathan, summing up our views quite succinctly.

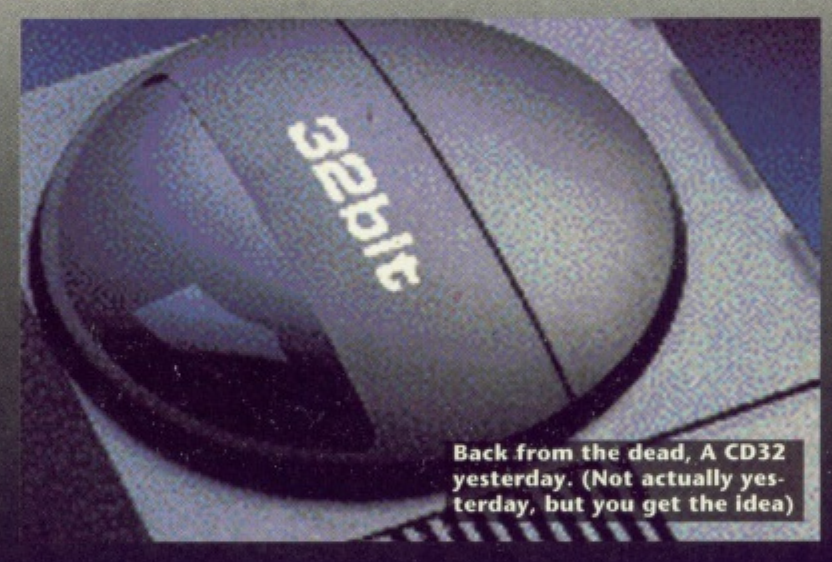


Take a last look. It is dead.



ESCOM PROMISES

So you want to know what Escom have planned for the Amiga eh? Well after pilfering through CTW, several press releases, and making many 'phone calls to Escom UK we unearthed the sordid plans for the Amiga. Actually the sordid bit was a lie. In any case the basic facts are these : Escom have decided to revive the CD32 back from the dead in one form or another, they will also have A1200s in the shops by October, but at the ridiculous price of £399, which is incidentally £50 more than the Amiga was when Commodore went bust. Of course, when questioned about possible improving the specification of the A1200 to include a faster processor or perhaps a CD drive they wouldn't confirm or deny anything. Just great. Now everyone knows where they stand eh? It's enough to instil a great deal of confidence in the Amiga market isn't it? (By the way, does sarcasm work in print?)



Back from the dead, A CD32 yesterday. (Not actually yesterday, but you get the idea)

SWOS EXTRAS

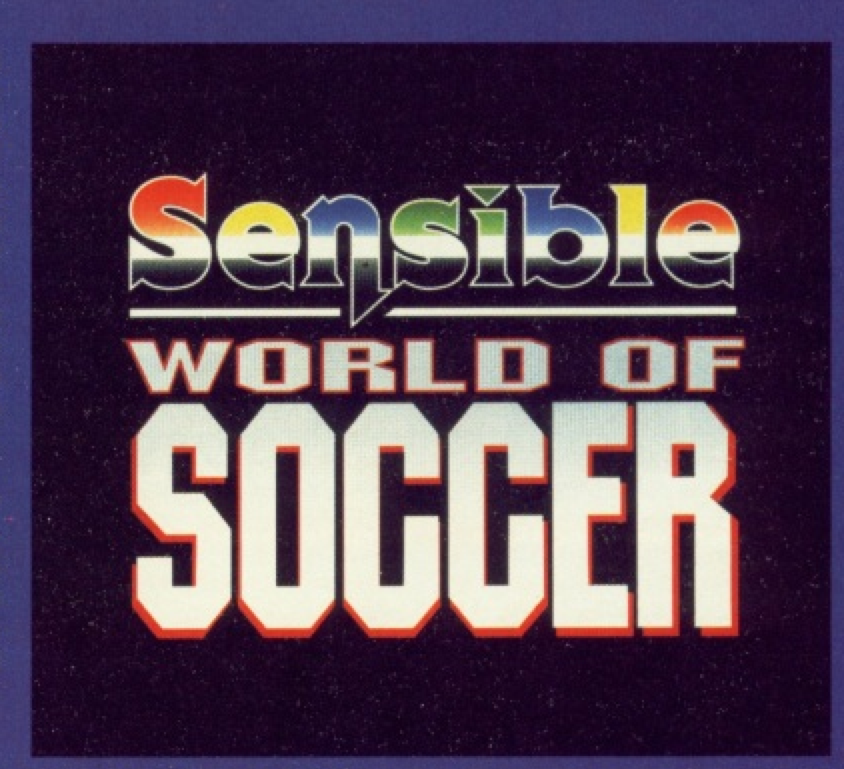
They say you can't keep a good dog down, but then again they probably never stuck super glue on its feet (We at The One Amiga apologise for this tasteless, humourless joke. Under no circumstances should you glue a dog's feet to the floor. Use a staple gun instead, it holds longer).

Sensi is back again (again) and it just keeps on getting better. Those folks at Renegade have taken the best computer football game in the known universe and improved it yet again.

New features include the ability to alternate matches, i.e. you can play one, and then manage the next and so on. Another new feature allows the individual players to pick up experience during the game, improving their general abilities. By boosting player values like this the whole team form can also be improved no end.

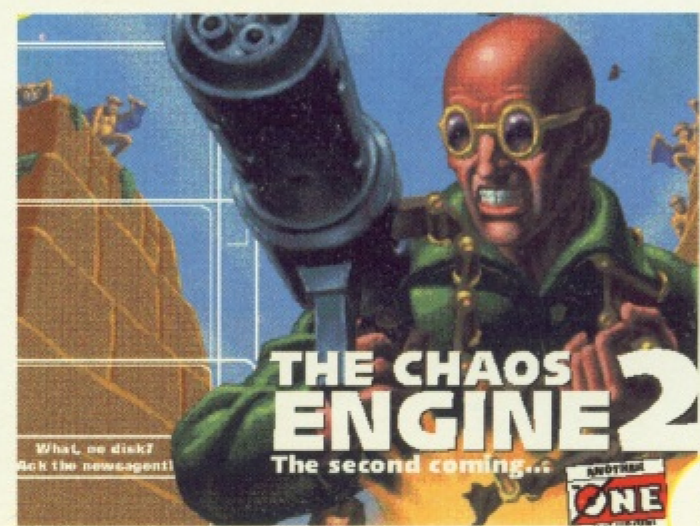
Playing at home will now give a subtle advantage and the league position affects the teams moral which will be reflected in their general performance.

The enhanced version of SWOS should be available by the time you read this and will cost £29.99. Anyone who owns a registered copy of the original will automatically be sent the upgraded version



MORE GAMES SHELVED

You might not like it, but it's true. Yet more Amiga games that seem to have been in development for ages have been shelved. First up is the Renegade title Chaos Engine 2. Although the original sold absolutely ruckloads, and the sequel seemed so near completion Renegade have decided that the market simply isn't viable for the project. Sorry and all that. In a remarkably similar vein Core Design have shelved Big Red Adventure, so you'll just have to make do with Team 17 and Kompart releases. Anyway, to further add insult to injury Thalion have informed us that Ambermoon will now probably not arrive on the Amiga either. Could this tale of woe get any longer? Well yes actually, because I spoke to Rasputin on the phone the other day, and was told that their 'nearly ready' game Limbo Of The Lost had been put back until early next year. Yes, about 6 bloody months. If ever there was a time for that favourite of The One's four letter words, then this it. ARSE.



COALA

It sounds like a dyslexic marsupial but it couldn't be further from it. For get cute and cuddly, this Coala is a fearsome death machine that is hot and all geared up for some in your face action. Coala is in fact a new 3D helicopter action simulator from Empire, the likes of which we have never seen before.

The game drops you in the middle of one of many battle scenarios ranging from the Cold War to UN cease-fires to all out full scale war.

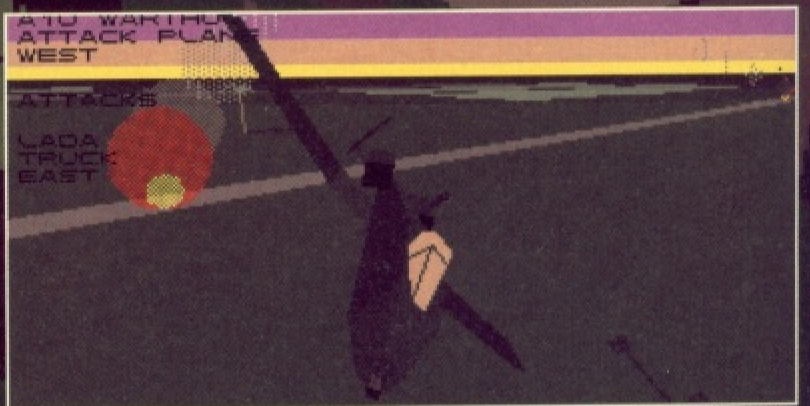
There will be four different helicopters to choose from and they are all highly manoeuvrable, being able to perform high risk moves like barrel rolls and outside loops!

As well as this, each chopper is armed to the teeth with high tech weapons like Fire And Forget missiles, Hellfire laser guided missiles and Sidewinders.

Each battle can have up to four different sides involved, there are four different gameplay environments (Ice, desert, dense jungle, temperate forest), and the action takes place at various times during the day which affects battle conditions

In all Coala looks as if it is going to be one of the most advanced battle simulators that we've ever seen, and we'll be doing a full in depth work in progress next month.





CHAMPIONSHIP MANAGER 2

The original Championship Manager sold a staggering 250,000 copies and is now considered the genre's benchmark. As always, success like this means only one thing - the inevitable sequel. Championship Manager 2 is in the same style of the first but has been improved in many different ways. Domark, the publishers, listened to the suggestions on how to improve upon Championship Manager by listening to the people who matter the most - the punters.

Now the player can take control of one of 300 individual teams, which they have to manage as best they can in order to make the team as good as possible. Wimps can choose to start off as the England Manager with a strong team but those who want a challenge can pick the worst team possible and try to drive them up to the top of the first division.

The game engine has been completely re written using more efficient algorithms, making the game play faster and smoother, which ultimately means it is more enjoyable.

Given the choice of international or domestic management Championship Manager 2 looks as if it is going to be the most addictive Football Management simulation to date.

Tottenham Hotspur

Bayern Munich Bid For Klinsmann

FC Bayern Munchen have made an offer for Jurgen Klinsmann.
Cash Offering £2M

First Round First Legs

Anderlecht	(Bel)	v	Austria Vienna	(Aus)
Arsenal	(Eng)	v	Ferencvaros	(Hun)
Auxerre	(Fra)	v	Hadjuk Split	(Cro)
Bayern Munich	(Ger)	v	Galatasaray	(Tur)
Benfica	(Por)	v	IFK Gothenberg	(Swe)
Bohemians Pragu	(Cze)	v	Leiftur	(Ice)
Chernomorets Od	(Ukr)	v	Chelsea	(Eng)
Dinamo Moscow	(Rus)	v	FC Copenhagen	(Den)
Gornik Zabrze	(Pol)	v	Panathanaikos	(Gre)
KIM Vitebsk	(Bel)	v	MB	(Far)
Lausanne	(Swi)	v	Zalgiris Vilnius	(Lit)
Lazio	(Ita)	v	Progres Niederco	(Lux)

Allen G
Amokachi D
Barlow S
Barrett E
Branch M
Ebbrell J
Ferguson D
Grant T
Hinchcliffe A
Holmes P
Horne B
Jackson M
Kearton J
Moore N
O'Connor J
Parkinson J
Priest C
Reeves S
Rideout P
Rowett G
Samways V
Southall N
Stuart G
Unsworth D
Watson D



TOTAL FOOTBALL

What's going on? Is the world going football crazy or something? As well as releasing Championship Manager 2 Domark are bringing out yet another football game, Total Football.

The game is being developed by Domark's in house development team, The Kremlin.

The game has many different features, including varying weather, different types of pitch. Graphically the pitch scrolls ultra smoothly in any direction and there are over 2500 frames of player animation, with the players having over 50 different movements available.

Total Football is touted as having the best animation and control system ever seen in a football game, which you can see for yourself when the game gets released in October.

Of course we will be giving it the full works over the next few months when our reviewing team will tear it to pieces and see if it lives up to Domark's claims as the best football game ever.

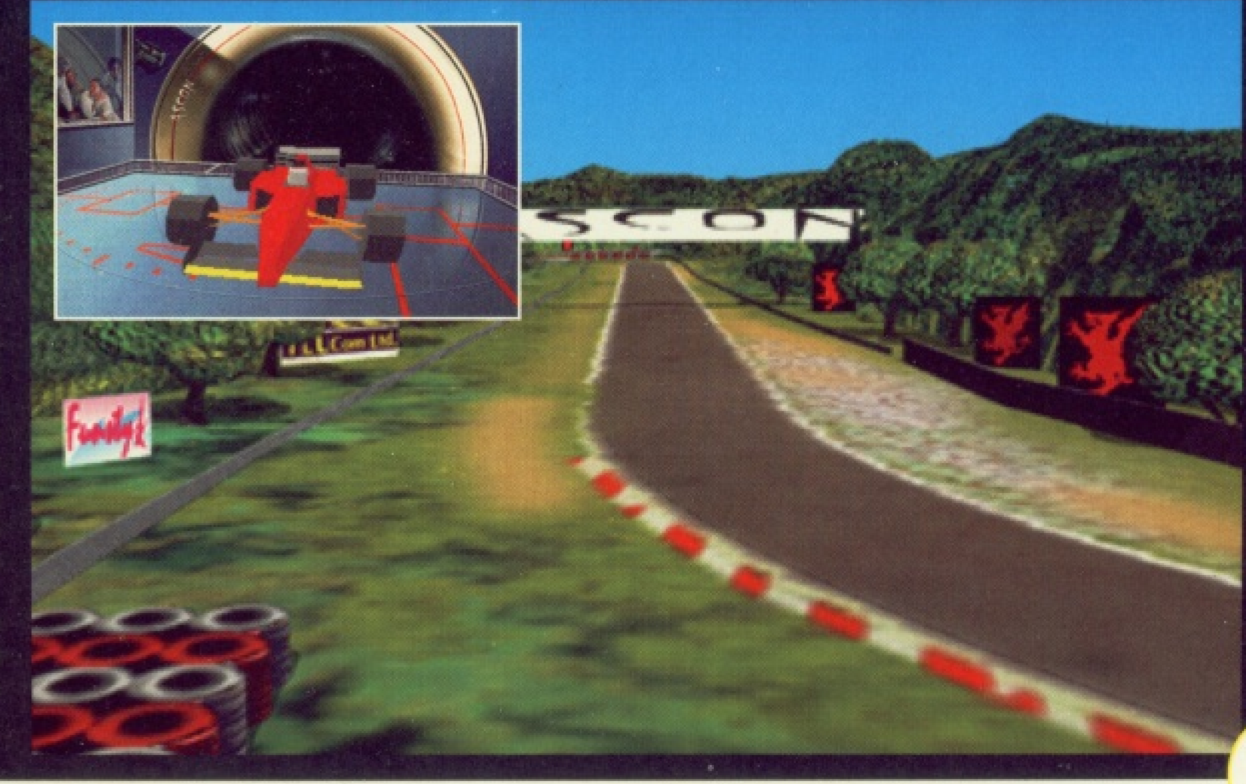






POLE POSITION

No, not an Amiga conversion of the ancient coin-op, but rather an all new game by Ascon. To give it's full title; 'Pole Position : Formula 1 Team Manager', although the press release from Ascon featured the incredible spelling mistake 'Formela One'. In any case, as the full name might reveal it's a management game, a little bit like all those footy management games, except you make decisions as the head of a Formula One motor racing team, stuff like who should race in your car, where you buy your spares, image management, etc... Anyway, it's coming soon, and there'll be a full Work In Progress as soon as we get a copy in.



TIMEKE

Time travel. Is it possible or is it just a bunch of arse? Who knows? Who cares? Either way, there is no denying that SF writers have had a field day with the subject since the dawn of time. Time? Arse more like.

Time travel. Is it possible or is it just a bunch of arse? Who knows? Who cares? Either way, there is no denying that SF writers have had a field day with the subject. From H.G. Wells' The Time Machine to Doctor Who, fictional characters have been waltzing through time with gay abandon without a care for any after effects their actions may have.

The problem with this subject is the phenomenal amount of paradoxes that can be found. Take the Terminator for example. A robotic Arnie is sent from the future to prevent the birth of the human rebel leader by killing his mum before he is born. Now excuse me, but if he succeeded wouldn't that mean that John Connor would never be born, the humans would lose the future war without him, and seeing as he wasn't there the robots would never send Arnie back in time to kill his mum which would mean that he would be born after all...

OK, so he didn't succeed so there wasn't a paradox to start with but other films like Time Cop cause all manner of problems when you actually try to work out what the hell is going on. I guess that's why they try and hide it with tons of gratuitous violence.

"So what's with the time theory lecture?" I hear you cry. Well, this is the subject



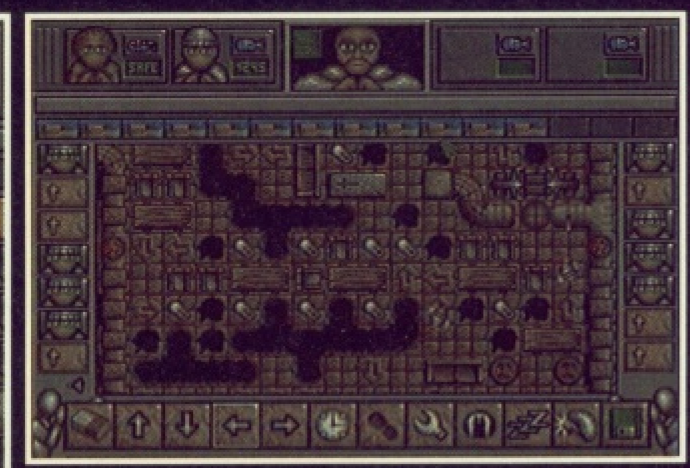
As a graphical example of what the four different levels have to offer we present this triplet of screen-shots. Above is the 'Knight' level, set in the middle ages you come up against drawbridges, fires, etc. Below (underneath the huge blad head) is the 'Stone' age, where the majority of problems consist of natural occurences like water. And to the left is 'Vietnam' land. This is (quite obviously) based in 60's Vietnam in the middle of the War. As you progress further into the game more and more variety becomes apparent, with Vietnam offering Helicopter rides, and gun to blast holes through the terrain. The final level is set in the future, where teleporters will transport you around the screen, and switches activate gaping floors. Well there was very little abusive language in that whole paragraph, so how about the word 'Arse'?









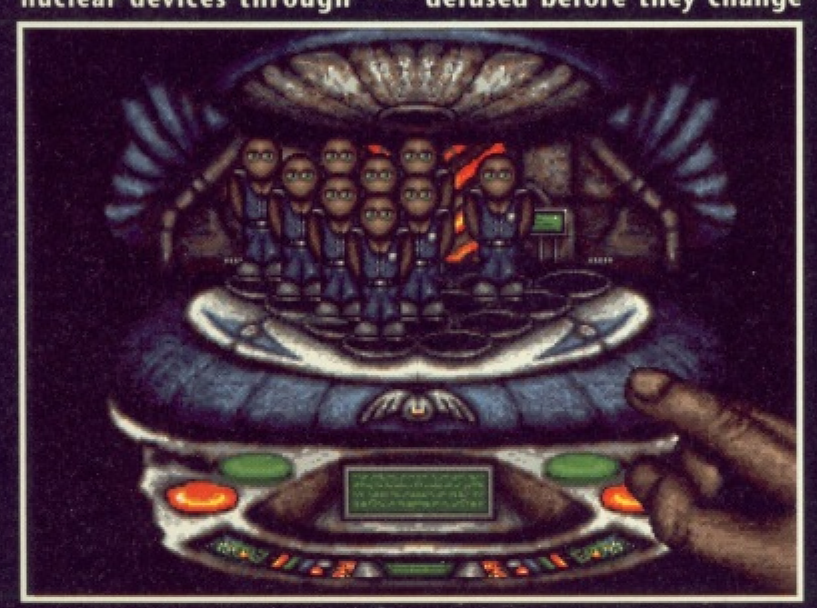


Well, it's another huge caption space that our art editor has left me to fill again, so what can I talk about? I could talk about the game I suppose. Alright in the screenshot above you can see just how the jump icon is used tolot a path through the missing floor areas of the medieval scenes, while to the left the icon is used toleap over fiery gaps in the floor. As a matter of fact the jump icon is bloody useful isn't it. Just look below!

of the latest game from Vulcan, Time Keepers. The Time Keepers are an elite force of men who patrol the annals of time, chronocops if you will, who make sure criminals don't abuse time travel to create such paradoxes and make tons of cash in the process. Everything was fine and dandy until a psychotic warlord went and hid nuclear devices through four different time zones. Due to the limitations of the Time Keepers machinery time travel is a one way process so anyone who gets sent to a specific time zone has to stay there forever and as such is expendable.

The bombs are hidden in 2 million years BC, Medieval England, Vietnam, and Outer Space. All the bombs must be located and defused before they change











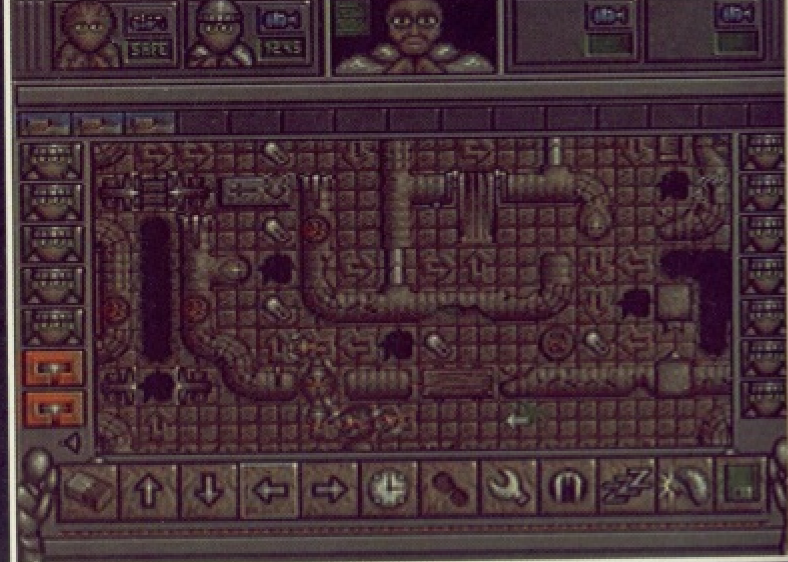
Do you know why the captions throughout this review special have been so downright average? It's because Rich 'Lazy Git' Lloyd wrote the review, and then decided to leave the captions to the discretion of the art editor, rather than take the time to do them himself. Actually I think I'm doing a better job of them than he would have anyway, so there. Anyway, on with the screenshots, (Left) Dullard, (Above) reasonably dullard shot, (Below) Scrap central! Leaving a pair of teeth in front of an enemy will lead to

the course of history forever. Four platoons of fourteen men have been chosen to solve this problem. After changing into appropriate clothes for the era they are sent off to do their duty. The cavemen only wear loincloths and have no weapons but the Knights have swords, and in 'Nam and Space they have guns.

The game bears a curious







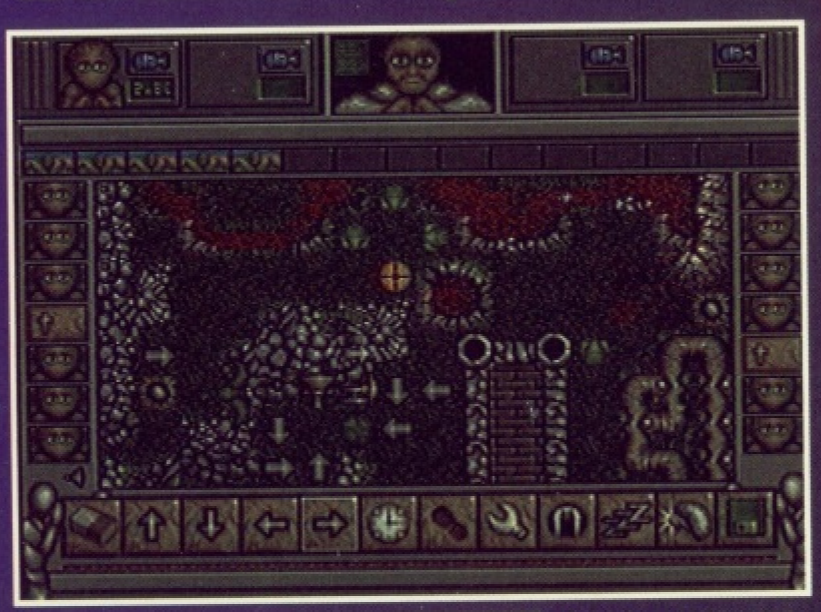


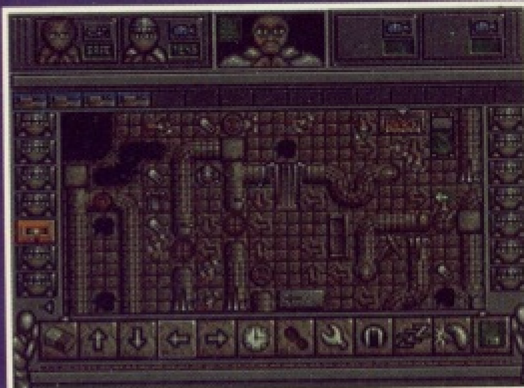
ERASER UP DOWN LEFT RIGHT WAIT JUMP USE ATTACK





resemblance to Lemmings, except it is viewed from above. The different characters walk in a straight line until they either hit a wall and turn round, die in a trap or touch one of your command icons. These icons let you move the characters different directions, make them jump hazards, attack people in front of them or activate a switch or another object which might be in front of them. Each of the four time zones is split up into fifteen separate sections. The objective is to get as many men through the exit as possible, but this sounds much easier than it actually is. Some of the levels are truly fiendish and require a great deal of thought. Even though a level may look simple the way the doors are set up and the way the traps are positioned can cause a complete nightmare and if anything goes wrong you'll probably have to start again. The last level of each zone is the one that contains the bombs. To save the zone all the bombs must be diffused and if there aren't enough survivors left for each bomb to be diffused by a different man then it is time to turn back the clock and try again.





If you're reading this then you'll no doutb have noticed the large advertisement on the right hand page to order Timekeepers from Vulcan through The One, and I tell you, it's well worth the £14.49 (bloody postage, eh?). 60 Levels, 4 TIme Zones, and expansion disk to come. Not Arse!



(Above) Fully suited-up and ready for medieval action.

THE VERDICT

Time Keepers is a curious little number. First of all it only costs £12.99 which is a great price for a game of this quality. Secondly some of the levels are so complex that I nearly had a brain haemorrhage trying to figure out how to get my troops to the exit.

At first it seems that there aren't really enough commands, only direction changes, use, fight, wait and jump. Later on though it becomes clear that this is all you need - if there were more I think my head would have exploded Scanner style which wouldn't have been very nice for the people sitting next to me at the time.

In some cases it is obvious what has to be done but doing it is another matter. Sometimes due to the layout of the map if you want a man to go one way it is necessary to send him in completely the opposite direction! It may sound bizarre, but that's because it is.

The game has its own logic which takes a while to work out but soon manipulating all the men becomes second nature. In games like Lemmings all that ever seems to happen is that you get one man to clear a path and then get the rest to follow. Here things are different. Later on in the game it becomes necessary to change icons quite rapidly (in some cases a man has to travel over the same space a couple of times and you must change the icons quickly to make sure he does the right thing) and many unwanted deaths are had due to slow reactions.

Thankfully there is no time limit to be adhered too which means that you can spend as much time as you like setting up routes and changing them without worrying about how long is left. If there was a time limit I don't think my feeble brain would have been able to cope!

On the whole Time Keepers is a very polished package which is far better than some of the more expensive puzzlers around. At such a cheap price, how can you go wrong? Anyone that really wants a challenge should pick up a copy of this as soon as possible, and keep the aspirins handy.

A500 / 600

Publisher : Vulcan
Developer : In House

£12.99 Mail Order

Hard Disk Installable

Mouse

Memory 1MB | Disks 2

GRAPHICS	85%
SOUND	79%
PLAYABILITY	92%
LASTABILITY	89%
OVERALL	89%

A1200 — This A500 version runs fine on the A1200, but a specific A1200 version seems unlikely

CD32 — A CD32 version seems unlikely, and would probably be more expensive.

You've read the review, now buy the game through our special reader offer! Timekeeprs is only available mail order, and we have teamed up with publishers Vulcan Software to allow you to buy the game through your favourite Amiga magzine, at the astonishing price of £12.99 (+£1.50 P&P).

TIMEKEEPERS

TO ORDER TIMEKEEPERS SIMPLY FILL IN THIS ORDER FORM AND SEND IT TO: TIMEKEEPERS READER OFFER, THE ONE AMIGA, MAVERICK MAGAZINES, 16-17 HOLLYBUSH ROW, OXFORD, OX1 1JH

ENCLOSING A CHEQUE FOR £14.49 (INC P&P) MADE PAYABLE TO 'VULCAN SOFTWARE LIMITED'

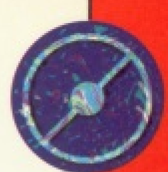


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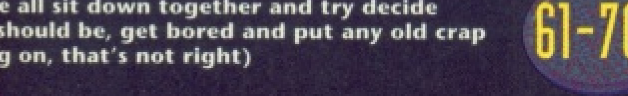
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GAMES



The 'Overall' score is not an average mark, oh no siree. We all sit down together and try decide what it should be, get bored and put any old crap in. (Hang on, that's not right)



Plop, poo, wee and generally not worth the plastic for the disks. And arse.



Why do companies insist on releasing stuff that scores this low. Shoot 'em, that's what I say!



Not bad, but then not that good either. How about the old cliché, 'average'?

61-70%

To call in a favour from another cliché pal of mine 'above average'.



Now this is more like it, plenty for your cash here, but those of lesser means might looks to...



...something of this standard. Really very good indeed, although still flawed enough to not score above...



...90%. The ultimate accolade. Any game scoring this high is well deserving of your cash.



SUP
STREETFI
THE NEW CH

The greatest arcade game in history is back, but can the Amiga handle it? Rich Lloyd knuckles down to investigate...

Is this cool or what? There I was, sitting at my desk minding my own business, playing with my little Guyver model when the boss came along and said "Rich, I've got a special assignment for you. I want you to review THE game".

Now, you probably don't know this but I have a soft spot for the Street Fighter games, having played every single version in existence. I even liked the original version too, even though everyone else thought it was a load of rubbish.

CROSSHEAD 1

In the original game player one had to play as Ryu, with his curiously red hair, and player two had to be Ken. There were about six opponents to defeat including a shuriken lobbing Ninja, an English skinhead, and Sagat the champion kick boxer.

Then one of my mates came over from Hong Kong and told me about the most fantastic arcade game he had ever played - Street Fighter II. A quick trip down the arcade revealed that they had just imported one of these machines, and no one new any of the moves.

So, after all the dullards had dismissed it as being another boring punchy kicky game my chum and I promptly had a quick Ryu V Guile match and stunned everyone by doing special moves like no one's business.

A few giros later we were the first in the



(Above) Deejay gives T.Hawk a good, old-fashioned sliding kick to the arse. (Now that was subtle Rich - Lee.)

(Below) Count 'em! 16 characters, and all crammed onto an incredible 7 disks. Of course, it's not that incredible at all, and those 7 disks soon become a real pain unless you happen to have a hard drive, which or course, we do.



PER
IGHTER II
HALLENGERS

area to complete the game, much to the annoyance of the bloke who owned the arcade as he wanted to do it first. Too bad. After our brief moment of fame we dubbed ourselves Street Fighter II experts and went home.

A few years later I found myself in the privileged position of being a games reviewer and unfortunately had to review the Mega Drive versions of both Street Fighter II and Super Street Fighter II. As you can imagine this involved countless trips to Sega, many hours of playing my favourite game and much smugness trashing anyone who dared to challenge me. Needless to say - I like this game!

Many other games have tried to take the Street Fighter crown and in my opinion they all failed. Call me biased if you will but there is no way that any of the Mortal Kombat games beat it. Admittedly it has much better graphics but the gameplay just does not compare. Who cares about gore? If you want that then hire out Brain Dead or Bad Taste.

Street Fighter II first came out over five years ago and as technology progresses games can get better. Many dubious people actually tampered with the SFII arcade boards to produce bastardised versions of the game where all manner of weird things happened. Capcom were none too happy with this and so they released SFII Turbo. It was good, but wasn't really much of an improvement. People wanted more characters and so Capcom pulled out all the stops and launched Super Street Fighter II. The arcade game featured QSound and had an eight player link up. The moves were improved and four new characters were introduced.

These new characters were

(Below) DeeJay was the only character developed by Capcom USA, and it shows. He's completely shit.





The lads decide to have a bit of a fireball battle, with Ken's ball showing up Ruy's in the class stakes, but each equally hard. Of course, Ken has has falming dragon punch with which to settle this dispute.



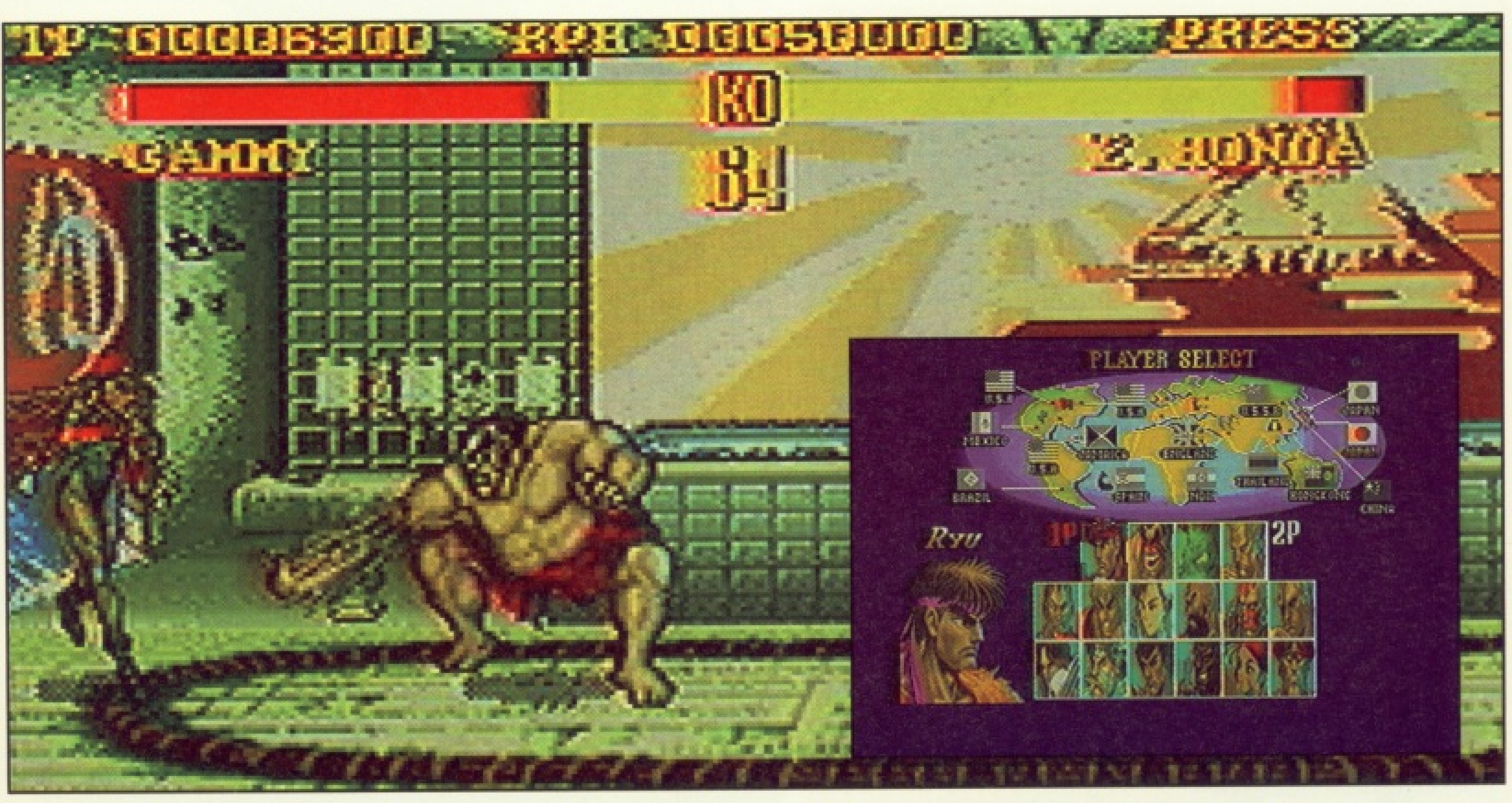
If you beat an opponent your persona will give the opposition a little advice at to why they got their ass whipped. The same thign happens if you get your ass whipped of course, and it makes you feel really crap, believe me.



Cammy (who bore an uncanny resemblance to the luscious Kylie even before she was cast for the film), Fei Long, T.Hawk and D.J. Maximum. Cammy was the typically English girl who was quick and nimble, and could kill people by wrapping her thighs around their faces (Ooer missus - Ed).

Fei long was from Hong Kong, and was obviously based on Bruce Lee. Fei is another small, speedy character with the ability to set people on fire with his feet! Curiously Fei carries a set of Nunchuckus in his trousers which he produces after beating an opponent. Surely it would have been better to allow him to use them in the game? Oh well. Then there's T.Hawk, the biggest Native American ever seen who's special moves are pretty unremarkable but he's a tough cookie nonetheless. Dee Jay was the only character to

(Above) Rich does this really anoying tapping thing, where he'll do a small punch to knock you then do the standard grab move. Oh look, he's doing it right here.



have been designed by the American programming team, and he's a bit crap really. In fact the best thing about him is that his name is Maximum, so that when his sprite is flipped to face to the left instead of right the name written on his trousers is still the right way round even though it's reversed. Clever eh?

In the arcades Super Street Fighter has been upgraded yet again, and there is a secret character called Akuma and various shadow moves and finishing moves, but sadly these are not in this version. This is by far the best, and hardest version, but personally I now think that Street Fighter in the arcade has had its day due to the Arrival of the Virtua Fighter series. These two games have the same depth of playability originally found in Street Fighter and combined with state of the art graphics they must surely be the best fighting games of all time.

However, given the fact that the humble Amiga isn't an arcade machine that costs ten thousand pounds it isn't really fair to make comparisons. Mind you, the original Street Fighter was released on the Amiga and it was a load of old toss. It wasn't that the machine couldn't handle it, it was just that the whole thing was done badly and was no where near as playable as it should have been. Compared to other Amiga fighting games it was a complete disaster. With this in mind U.S.Gold have converted Super Street Fighter, and here it is.



THE NEW CHALLENGERS

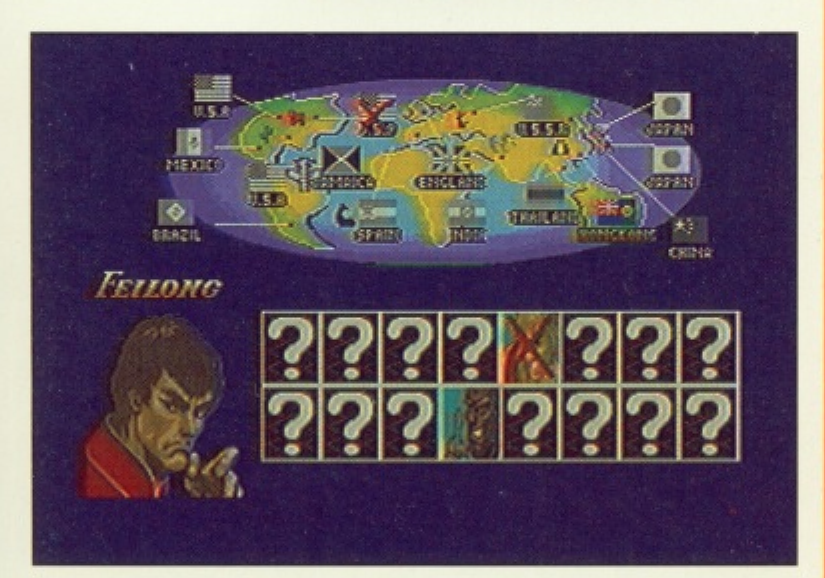








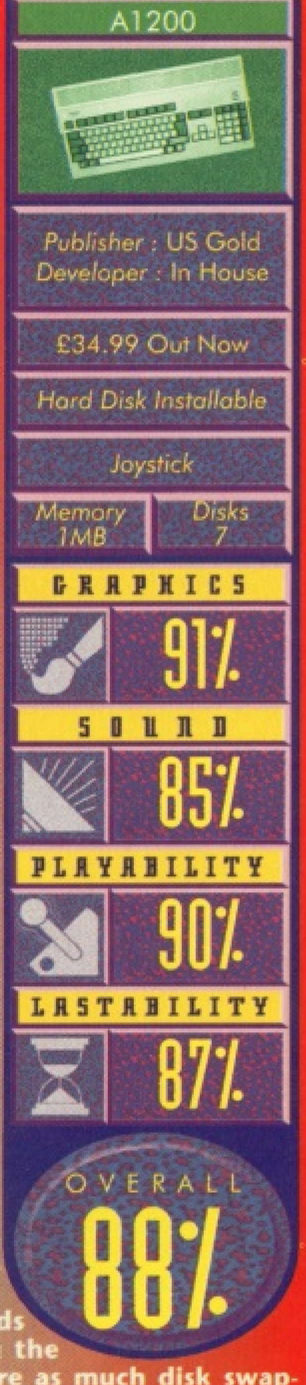








THE VERDICT



If you've just read my piece of main body text you'll know that I like Street Fighter. If you haven't read it then why not? Are you reading the magazine backwards or something? I've just written exactly 918 words on the subject and you just jump to the bit to see if it's any good or not. You're probably still standing in the newsagents too, and haven't actually bought the mag. I don't know, all my hard work, 25 hours a day, 8 days a week.

Anyway, I digress. In my opinion Street Fighter is one of the best games ever created and I found the Amiga version quite dissappointing. Super Street Fighter is a much more polished affair though and is very worthy of your attention.

However, I do still find the control system a bit of a let down. As everyone knows the arcade game had six buttons, something which the Amiga lacks. The A500/600 version can be played using keyboard but the A1200 version must be played using a joystick. 2 button joysticks can be used but if you don't have one you have to put up with only one button, and have to hit a key on the keyboard to change between punching and kicking.

Personally I would have liked an option where the game could be played using both joystick and keyboard, with six buttons on the keyboard being used as the punch/kick buttons. Sadly this is not the case and any further debate about this is pointless.

How enjoyable the game is depends on which system you have. Playing the game off floppy disks is a nightmare as much disk swapping is required before each match can start. This is because the graphics for the two characters and the appropriate backgrounds have to be loaded. In single player mode this isn't too bad but when playing a two player versus match it gets quite annoying.

Hard drive owners should rejoice because the delay accessing the drive doesn't detract from the game, and with a two button joystick it is very enjoyable to play! Hurrah!

When comparing games like Body Blows and Shadow Fighter to Super Street Fighter, Super Street Fighter comes out miles on top. It has sixteen characters, each with three or four spectacular moves. These moves can be mixed together to produce some spectacular combinations, even considering that the joystick control reduces the amount of different moves available. For example, in the arcade some combos could only be pulled off if you were holding a direction for a long time whilst pressing various buttons, but as the direction held on the joystick changes the strength of the moves in this version some of these combos can't be done. Such is life.

On the whole though Super Street Fighter is a highly polished game which is worthy of a purchase. Any fans of the arcade game will be suitably impressed by this. Buy it, it's the best fighting game yet on the Amiga.

CD32	A CD32 is already available as I write this, and comes highly recommended
A500 / 600	Slighter worse graphics, and tedious disk swapping are the only differences

GLOOM

Think of the most disgusting thing ever imaginable. Turn it inside out, add long hair and you'd be thinking of our very own Rich Lloyd...

It is a sad sign of the state of the world when we consider the amount of gore and violence on our screens today. As if footage of real war on the news and violent movies wasn't bad enough we have to suffer gory, vicious imagery in computer games as well. What sort of evil, twisted mind will someone who grows up with these images have? Well, one like mine probably. HA HAAA, the rebel reviewer is in control and there's no turning back!

Flick a finger at the boring stuck up individuals who want to slap censorship on everything under the sun and remember that violent computer games are not real, but fun. The most revolutionary game released over the last few years has to have been Doom on the PC. It was such a soaraway success that it has now been ripped off by many different programming teams on various formats, none of which were a patch on the original.

No one thought that a decent Doom-esque game could be done on the Amiga but those boys down at Black Magic have given it their best shot and Gloom is the result. For those of you have never heard of Doom or Gloom because you're too busy listening to your favourite PJ and Duncan records let me give you a quick lowdown.

The game is viewed from a first person perspective, through the eyes of the hero of the piece. He is all alone in a hellish labyrinth which is filled to the teeth with enemy soldiers and monsters. The objective? Simple. Escape in one piece whilst kicking arse all over the shop.

Your only friend comes in the form of the gun in your hand. At first it is a pathetic bit of kit but it can be powered up to be the ultimate weapon of death and destruction known to man.

Monsters appear in all manner of guises but with a few well placed shots they all end up looking the same - puke encrusted bloody masses that could only harm you if you ate them and got botulism.

The way ahead is to take said gun, sneak around the narrow corridors and pop the heads of anyone and everyone that gets in the way. Among the many game


It's the attack of the mutant torso from hell. Actually a bloke has just exploded in front of me





(Above) Do you realise that this is my very first 'The One Amiga' caption. And what a grab to begin with. Good work fella to Rich for his quite extraordinary 'Exit' grab. If ever there was a bunch of ARSE, this is it!



(Above) See those large green globs? Well those are your shots, and you're trying to hit that small group of pixels just to the right. The game runs at a reasonable pace in all resolutions, although it is much smoother with a small window and in low-res, but the price you pay for smoothness is that it's difficult to see exactly what it is you're trying to hit.

options is a choice between Messy or Meaty graphics. In Meaty mode the bad guys gloriously fall to pieces with flying bits of gut and torso shooting all over the place before promptly vanishing but in Messy mode the charred remnants remain where they land, and as you can imagine after wading through twenty of thirty monsters in one room the place can get a bit disgusting!

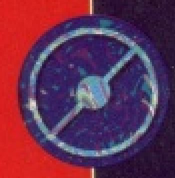
As if all this mayhem wasn't enough a chum can join in using one of many two player options. The first two player game is the co-operative adventure and can be played over a network or by using a split screen. Naturally this runs slightly slower than in one player mode but this is hardly noticeable during play.

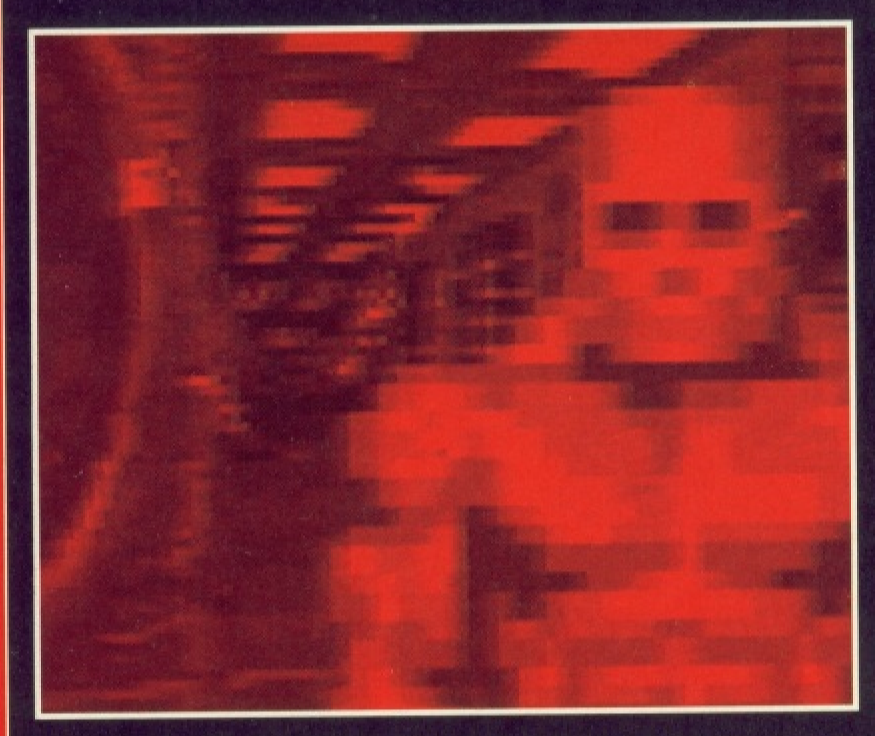


(Above) Another cracking screen-shot from the superb reflexes of that man Lloyd.



(Left) in two-player mode you can either play co-operative (as in this grab) or in battle mode (shots overleaf)







(Above) If you don't take care you'll end up dead, ably demonstrated by the blood-red screen above.

(Below) Pick up some Thermal Goggles and you can see people through walls, thus the strange blue man.

(Above) If you look hard enough you can find an arcade machine in the maze, and play defender for bonus energy.

(Below) It's no wonder that Rich has just killed me, because he just picked up a weapon boost and shot shit out of me.







Now, if you're as warped as I am you'd no doubt trick your so called friend into taking all the hits while you get all the bonuses and then, after getting a severe roasting, they'd be looking for some health and then you'd finish them off yourself with a bullet in the brain and then play polo with the remaining body parts. Unfortunately in co-operative mode the player's guns don't harm each other and so this is not possible. Boo. Thankfully there is a head to head game where both players are thrown into an arena full of powerups and the winner is the one whose head is still in place at the end. Hurrah!

Sickos rejoice, Gloom is here!

THE VERDICT

Call me bitter and twisted but I like fantasy violence. There's nothing I like better (that I can talk about in a family mag) than watching a John Woo film with Chow Yun Fat wasting everyone in sight with a matchstick stuck between his teeth. There is a curious satisfaction in being confronted with dangerous situations without actually being in any danger yourself.

It may sound strange but guiding a computer game character into a room full of monsters and taking them all out, watching their guts fly and heads fall off, is immensely satisfying.

My first impressions of Gloom weren't very good as the cynic in me thought that the Amiga just couldn't pull of this style of game. The play window is initially small but by messing with the options it is possible to make the window much larger. Other options allow resolution changes etc. which can be customised until the game runs at the desired speed/smoothness.

The emphasis of the game is on action, and there is plenty of it. Just when you thought things had quietened down you'll stumble on a switch which will unleash a horde of psycho skinheads or rampaging robots, all of which want your spleen for their tea.

The only disappointing thing I can think of is that there is a distinct lack of weapons. Only one gun can be carried at a time and this can be powered up by picking up certain icons. The guns get quite beefy but the ability to carry a massive arsenal and swap between shotguns, bazookas, et al is sadly missing. Also the ammo supply is infinite and so accuracy isn't important. There could have been tense moments late on in the game when fighting hard monsters with little ammo but no.

Anyone expecting Doom has another thing coming - this is a completely different game and has many original touches and the only similarities between the two are the presentation, the level of extreme violence and the fact that they are both bloody brilliant. Buy it now and get ready to wade knee deep in guts and entrails.

A1200

Publisher : Guildhall
Developer : Black Magic

£TBA Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 2

GRAPHICS 86%

SOUND 78%

PLAYABILITY 92%

LASTABILITY 85%

OVERALL 90%

CD32 — There might well be a CD32 version in the offing, more news soon.

A500 / 600 — As for an A500 version, you must be joking!

GLOOM



ODYSSEY

We've all seen platform games before and most of them are all the same. Wouldn't it be nice if someone spent some time to come up with something original? I guess Audiogenic agree with me because their next title looks like it could be very special indeed

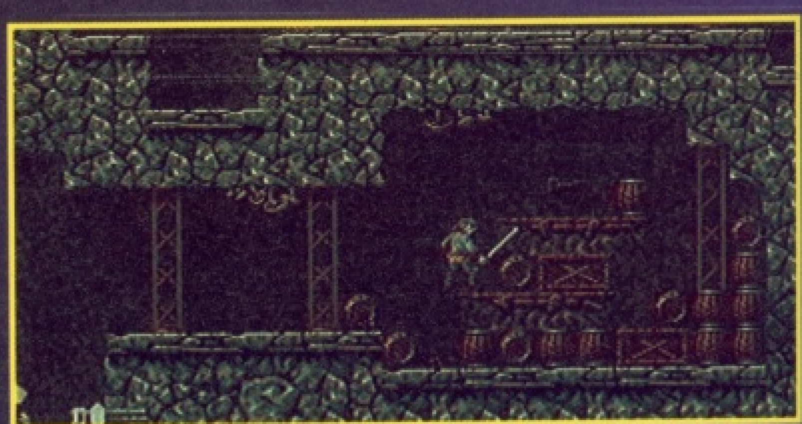
When computer games first came out they were all very simple affairs. The older readers among you might remember Panic!, where all you had to do was go up and down ladders and dig holes to trap aliens in. The platform genre was born, and some classic games were written forf both the arcade and home formats.

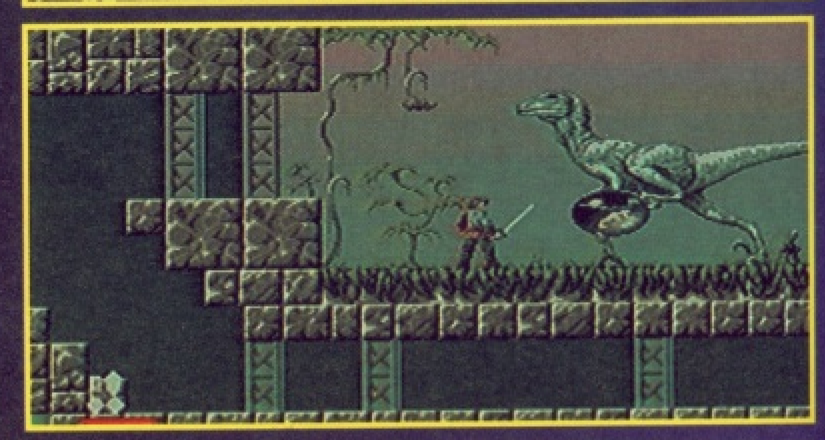
We were quite happy with titles like Mr Do and Bomb Jack where all you had to do was collect items and kill monsters. Then a little known programmer called Matthew Smith came on the scene with a game that is still playable, even by today's standards. This was Manic Miner, which soon became the genre's benchmark and introduced many ideas that are still used in games today.

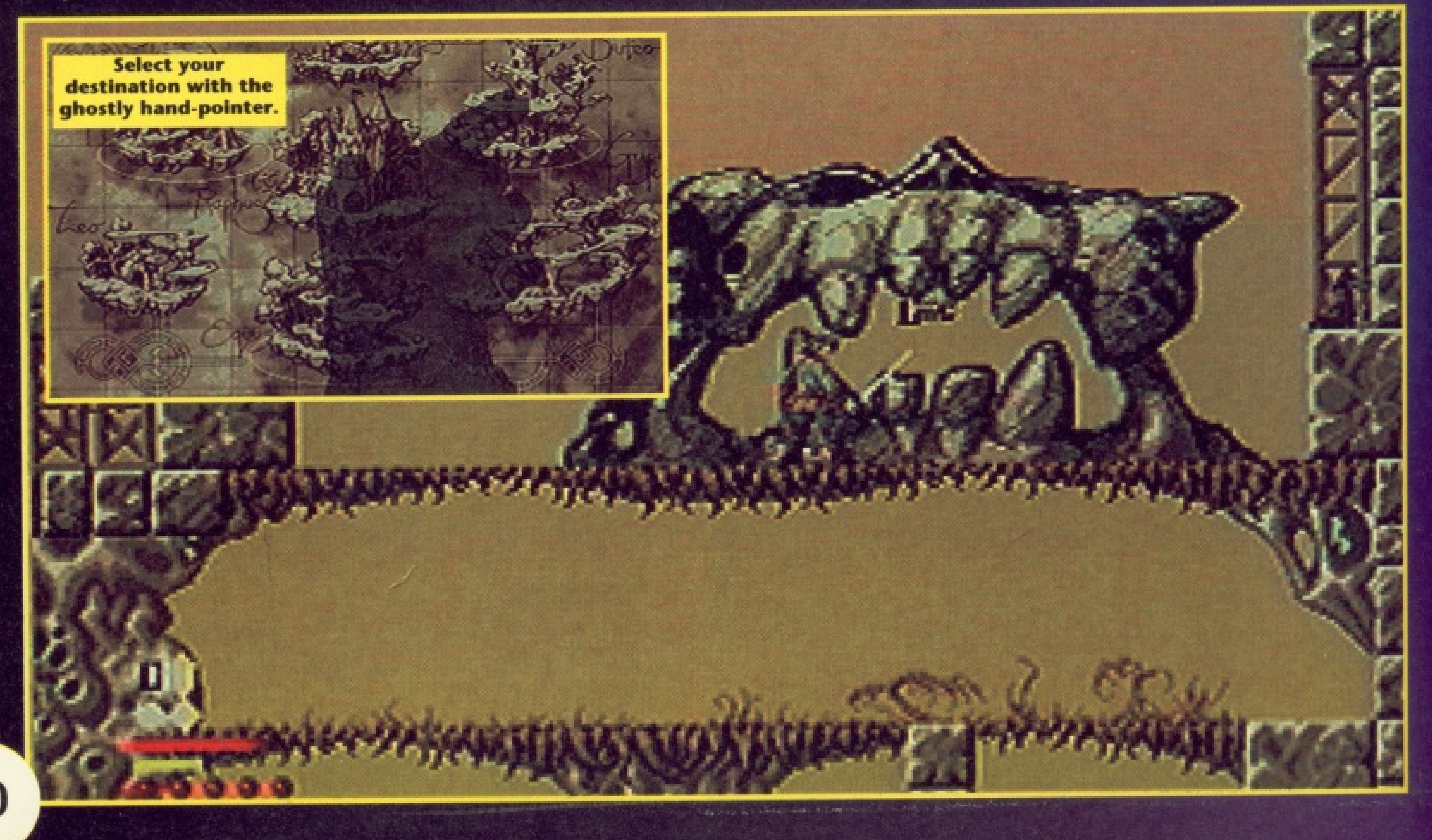
For the first time the player actually had to plan the route he had to take, perform pixel perfect jumps and time everything perfectly. The later levels were quite complex too. The game was an instant hit and everyone rejoiced. A billion rip offs appeared in the shops about three days later and they were all a bunch of arse.

Then Mr. Smith surpassed himself by writing Jet Set Willy, and the game was so good everyone forgave him for the fact that it was bugged to hell and impossible to complete.

My point is that most of the games around today are totally unoriginal and are just blatant rip offs of successful games from years gone by. It seems that the folks at







Select your destination with the ghostly hand-pointer.

Audiogenic are sick of this sort of thing too, because Odyssey is shaping up to be quite an original number.

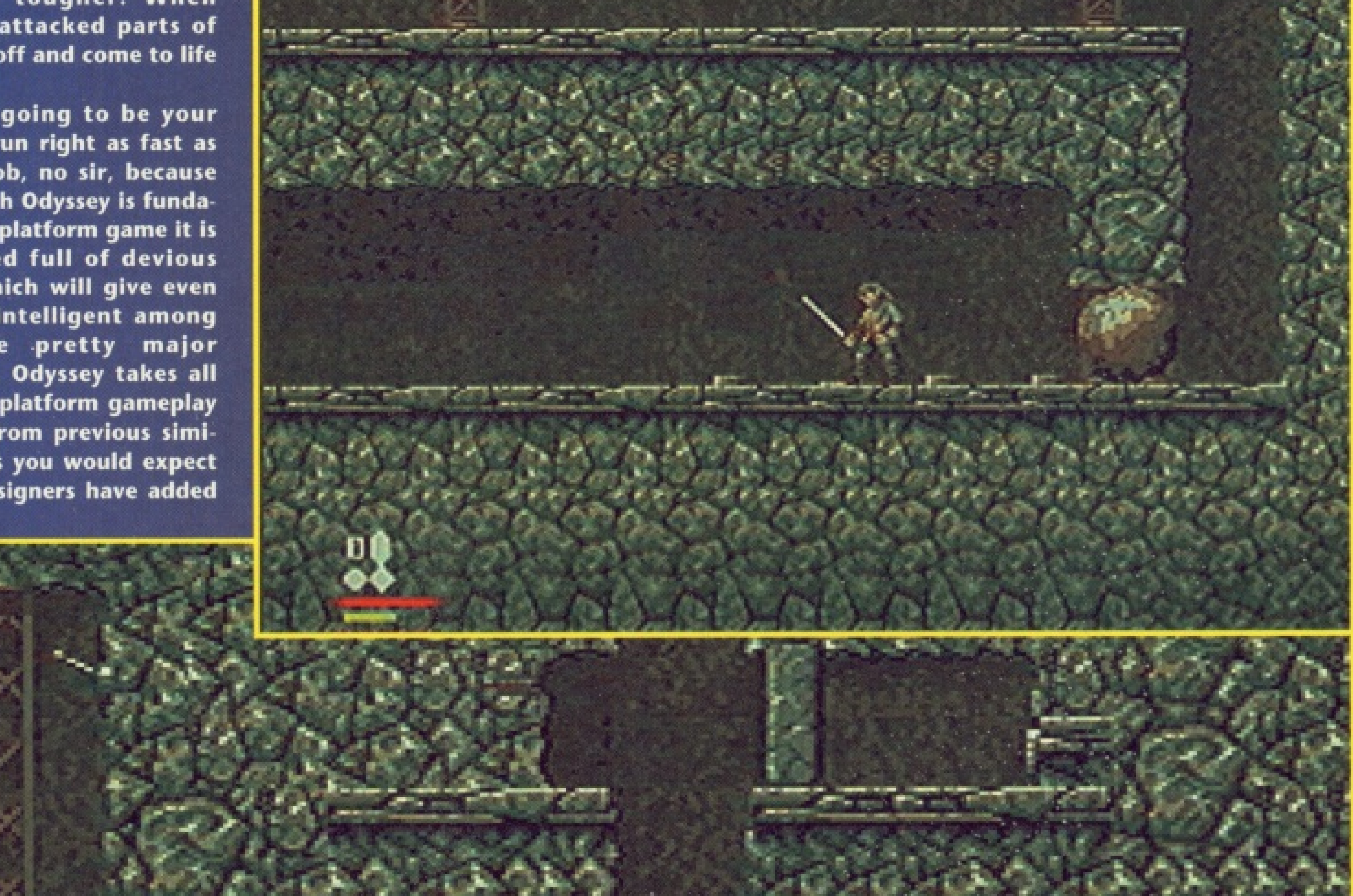
The game is set over seven islands, but only three of them can be accessed at the start of the game. Complete these three to gain access to the remaining islands.

The hero of the piece is a well animated medieval man armed with his trusty sword. His objective is to plunder all seven islands whilst staying in one piece.

Along the way he'll meet all manner of monsters, all of which can be despatched by a couple of blows from his sword. Slime monsters for example die with one swipe but the living rock monsters are much tougher. When these are attacked parts of them chip off and come to life too!

This isn't going to be your standard 'run right as fast as possible' job, no sir, because even though Odyssey is fundamentally a platform game it is jam packed full of devious puzzles which will give even the most intelligent among you some pretty major headaches. Odyssey takes all the classic platform gameplay elements from previous similar titles as you would expect but the designers have added





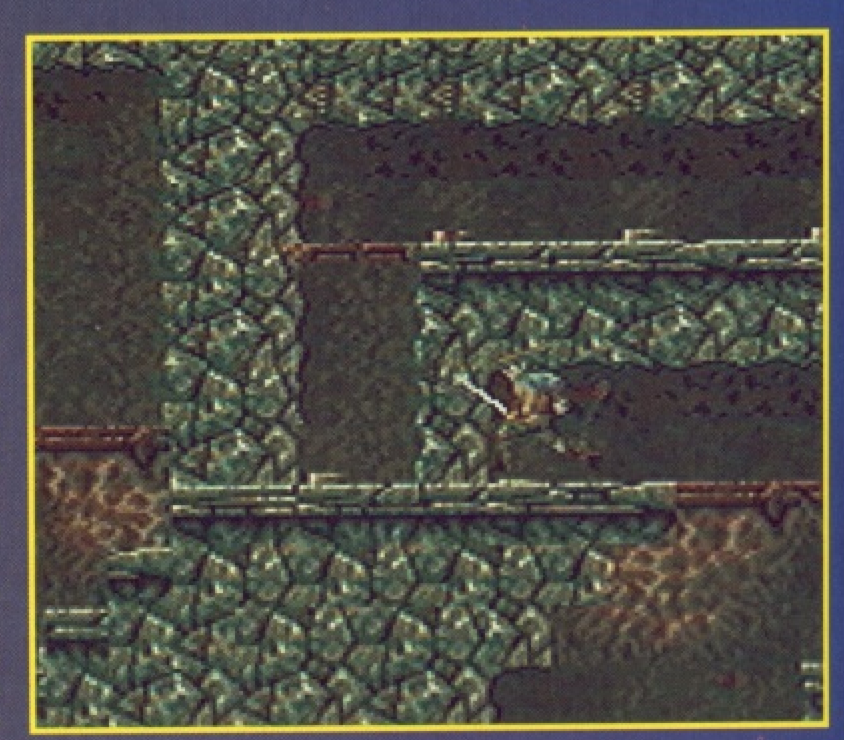
This is a tough room indeed. You must hit arrows with your sword to activate two different switches, at the same time!

their own original contributions in order to make the gameplay as revolutionary, interesting, and challenging as possible.

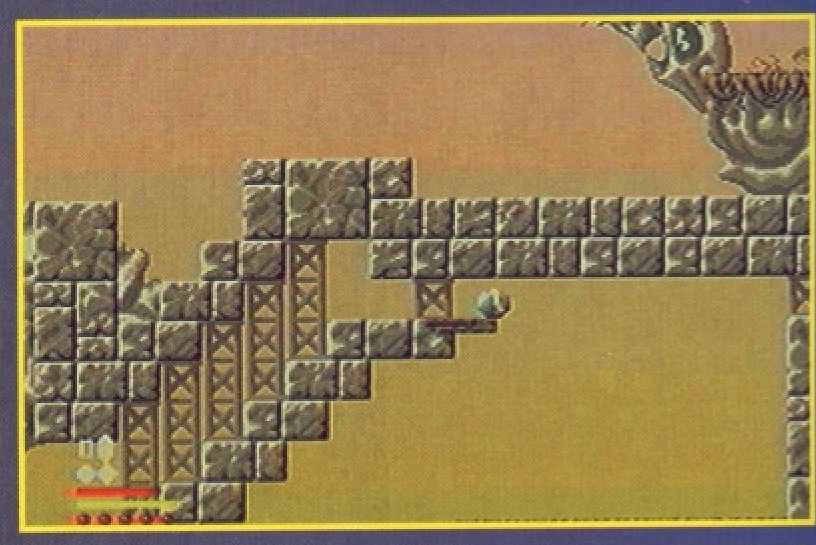
On three of the island our hero will find a special crystal. If he touches this he will be able to use the power of the crystal, provided that the island he is on is within the power range of the crystal itself.

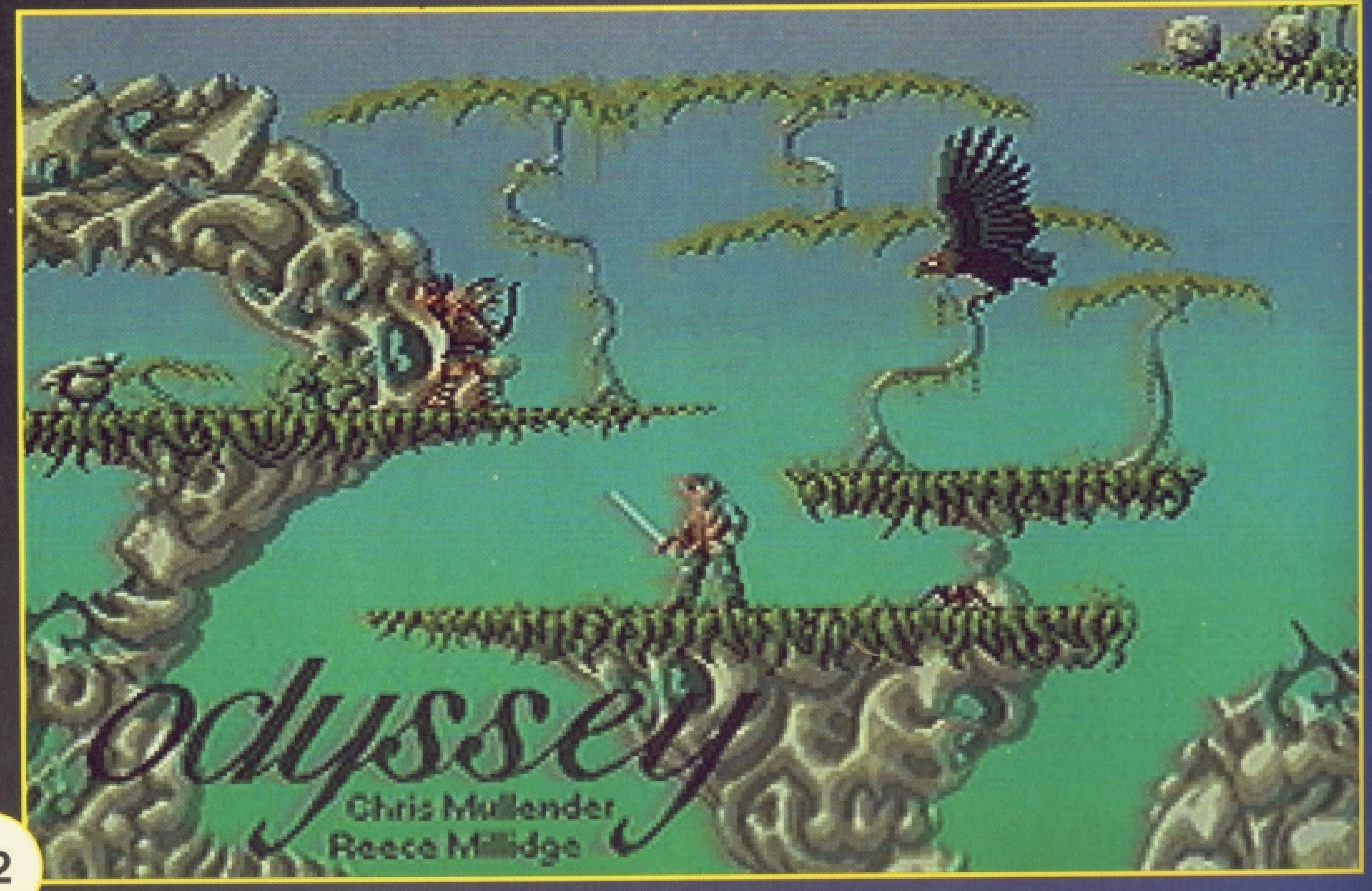
These crystals allow our man to morph into other creatures. One of these creatures is a bird which can fly high up into the sky. The second creature is a grasshopper which can jump an unfeasibly large distance and crawl through small gaps. The third and final creature is a rock. Now being able to transform into a rock at will may not sound very good but the rock is actually one of the best creatures to be. For a start, it can roll really fast and is hard to hurt.If it falls from a great height it can break through rocks that would otherwise be impassable. As it is small it can also roll through narrow gaps and can even roll up tubes in the walls and emerge elsewhere on the level.

Most of the puzzles involve morphing between the various creatures to get through certain situations. For example, our hero might have to fight through some monsters with his sword, then turn into

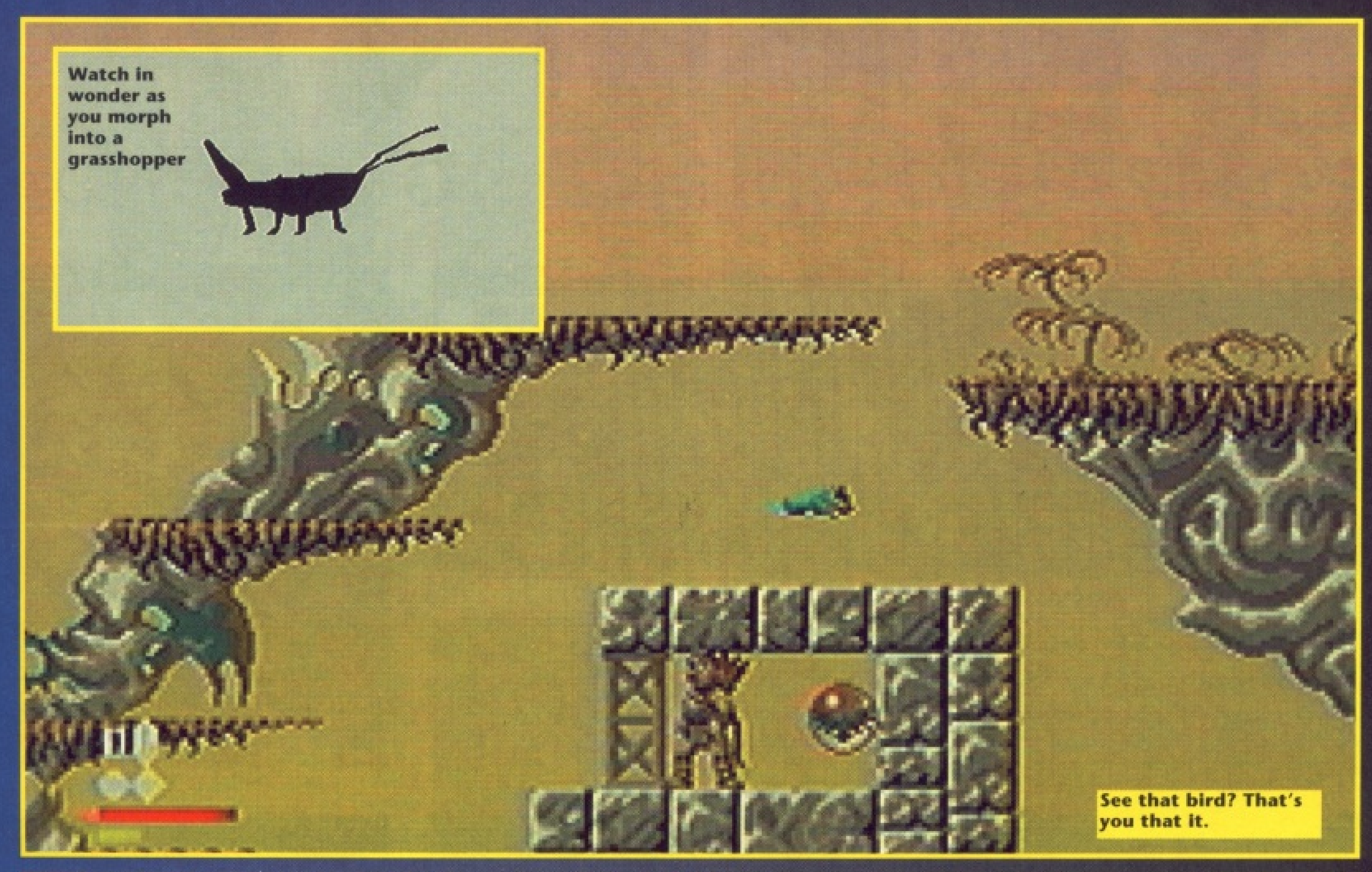




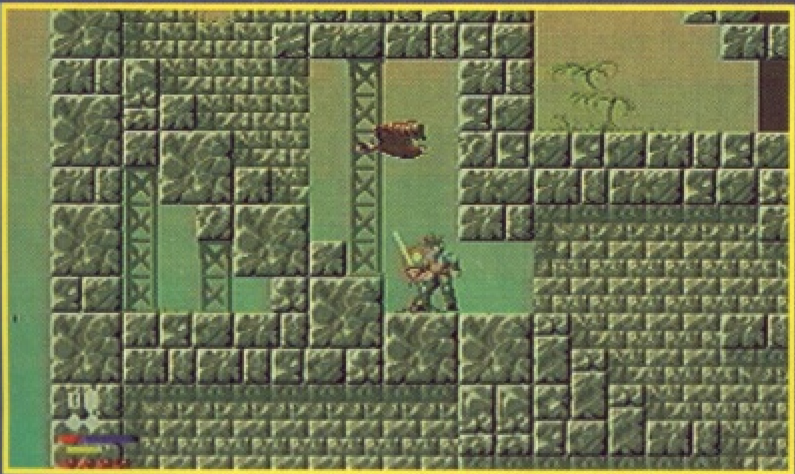




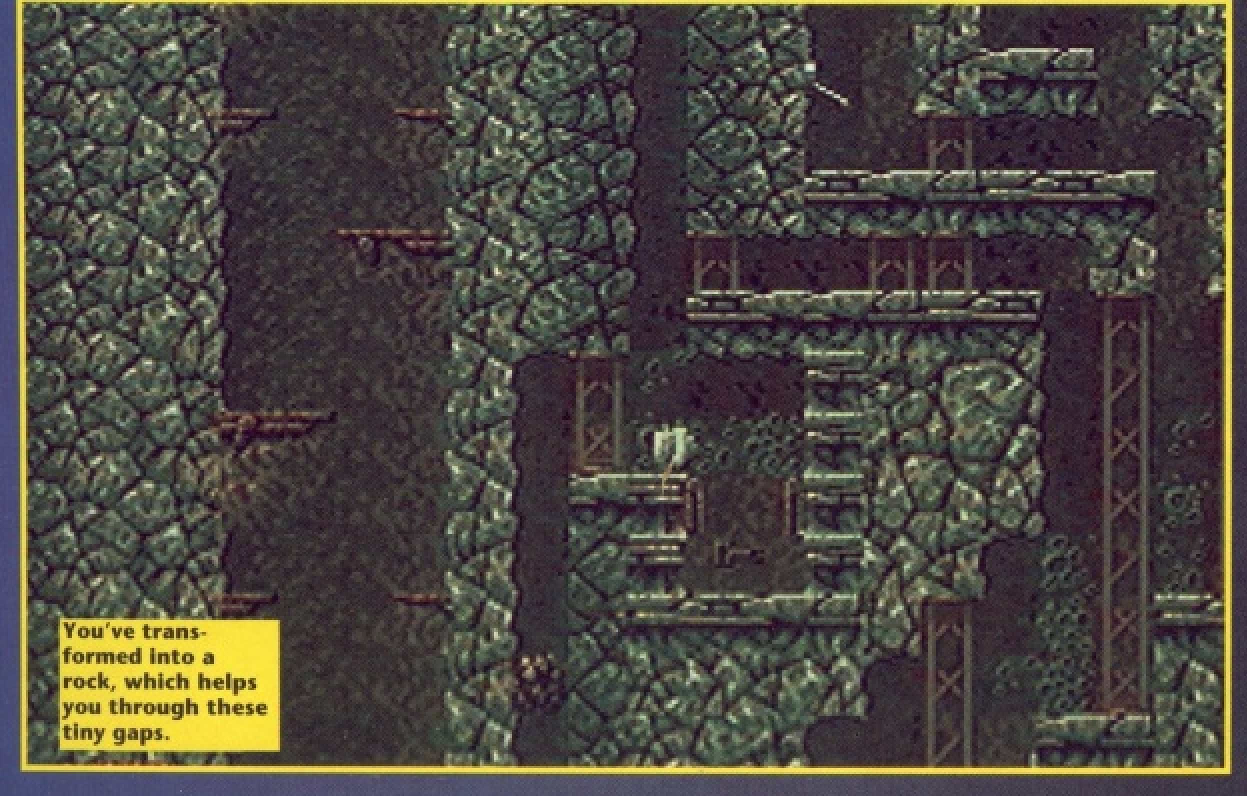



Watch in wonder as you morph into a grasshopper

See that bird? That's you that it.






You've transformed into a rock, which helps you through these tiny gaps.

a grasshopper to jump a giant gap and then change into a rock to break through a wall. Most of the puzzles however involve manipulating switches which open or close various doors. These are ingeniously though out and are quite cunning.

In addition to this the levels are going to be absolutely huge - they just seem to keep going on and on! These large levels will contain houses too, and you guessed it, entering the houses reveals yet more pasages and puzzles.

The version of Odyssey that we saw wasn't quite complete as there are still a few tweaks to be made, but hopefully the game should be ready in a few weeks time. Watch out for a full review next month.

SENNA

PORTRAIT OF A RACING LEGEND











For many Ayrton Senna was the greatest racing driver that ever lived. He certainly was a man whose love and understanding of the art of Grand Prix racing was unequaled.

For those wishing to remember the genius that was Senna, Oxford International Publications have produced this fine tribute.

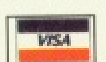
From his very first victorious karting race back in 1973 to his domination of Formula Ford 2000 and Formula 3 during the early 80s through to his three Grand Prix World Championships this book provides a unique photographic record of his career. Featuring over 140 giant colour photographs this limited edition book is available for just £20.

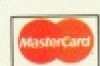
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WHEEL SPIN

Yeah! Fast cars galore. Safe in the knowledge that he can't get hurt playing racing games, it's time for Rich Lloyd to screech round corners and write off cars by hitting trees Marc Bolan style.

Regular readers will already be well aware of the up and coming Wheel Spin from Black Legend/Kompart, especially due to the fact that there was a two page WiP in last month's mag where Matt Broughton spoke to the games programmers.

The game has come on a long way since then, but alas it is still not finished. No sir. Even so, those nice Black Legend chappies have been keeping us up to date with their progress and have sent us a brand spanking new pre production copy of the game.

Being honourable chappies here at The One we could do what some other lesser Amiga mags do and go ahead and review it, forgetting about any bugs, but I say NO! NO, I SAY! WE SHALL NOT REVIEW UNFINISHED PRODUCTS! From this day forth we, the new owners of your favourite Amiga magazine, hereby pledge a solemn oath to never commit this heinous crime. If ever we do, feel free to come round and take our eyes out with pointy sticks and urinate in our collective ocular cavities (Make an appointment first though so I can make sure I'm, er, having my lunch break - Ed).

The Amiga is hardly short of decent racing games, so anything new is going to have to be pretty special. By now you no doubt already own classics such as Micro Machines, Super Skidmarks and ATR. So, why should you fork out more of your hard earned cash?

Guiseppe Orofino is the head

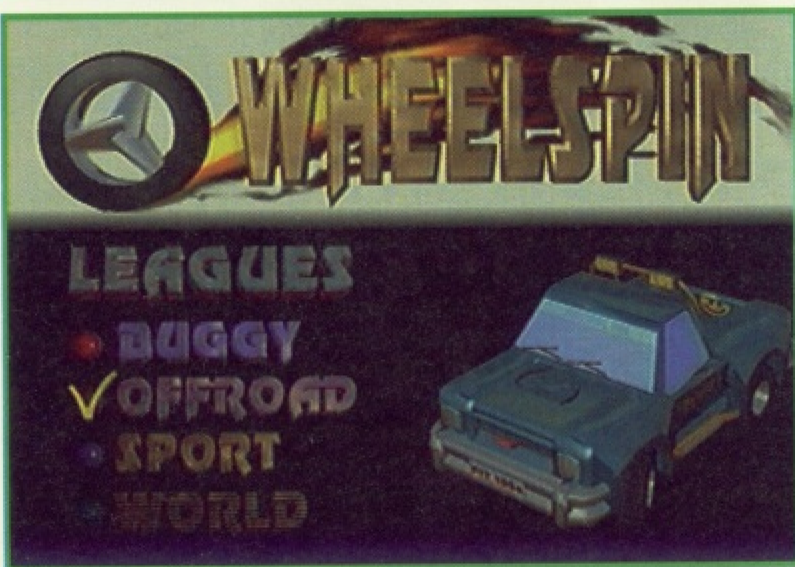












honcho behind Wheel Spin's development company, Floating Point, and his objective was to provide a new, refreshing angle to the racing genre. Originally Wheel Spin was to be released solely on the CD32 but for various reasons, it wasn't. Some might say it's because only four people actually own a CD32 but not me. No way. In my eyes the CD32 was an incredible success (Almost as successful as you are with women - Lee). Quite.

So with the idea of a CD only title getting booted out there was only one thing to do; make an A1200 version that would be just as good as the 32 game was going to be. Not an easy task but from what we've seen it looks like they might have done it.

The objective was to make the game as spectacular as possible, providing the kind of gameplay that made Micro Machines et al so popular whilst still being original.

The most striking aspect of the game is the presentation. All of the graphics apart from the character profiles have been rendered. All the cars, tracks, and options on the mechanics screens have been painstakingly rendered. The result is quite spectacular as you can see from the many screenshots dotted around these pages.

The game will feature four different types of car, depending on how skilful the player is. The first league has the player racing in a beach buggy which is quite nippy and steers reasonably well. More adept players will like to try their hand at the truck league. The trucks are more sluggish than the buggies and are designed to handle like complete gits, presenting more of a challenge.

Then comes the sports league, where the player has control of a pant wettingly fast sports car. As if that wasn't all, win all the leagues and you'll gain access to the world league. More about that though when we review the game next month (you mean you didn't get there, did you? - Lee). Oh shut up.

The best bit though is that Wheel Spin is going to be a





two player split screen affair. Can the Amiga handle such fast moving graphics without causing horrendous slow down during play? Only time will tell.

There are eight different characters to choose from, each of which will have their own characteristics, ranging from what is technically known as 'completely hopeless' to 'better than God'. Basically this is supposed to make the game more appealing to the less able player. No doubt this will soon be the cause of many bedroom arguments when trying to get your mate to be the crap bloke so you can finally beat him for once.

After scooting round the track a few times some nice bloke will give



you some cash, which is always a nice thing. Sadly Wheel Spin is not realistic so you can't bugger off down the pub with your ill gotten gains, blow the lot on women and drink and end up face down in a gutter in Camden. Always a sign of a good night out if you ask me, but this isn't a game feature. No, instead you have to spend it updating the car somehow. New shocks, new engines, new tyres etc.

On the whole Wheel Spin is shaping up very nicely indeed but as I said previously, judgement can't be made until we see a final version.

There are still a few small bugs that have to be ironed out from the pre-production version that we saw, and we shall hopefully be bringing you an in depth look at the finished product next month. Or the month after. Well, let's just say that we'll review it at some point in the future. It could be next month, but then again we might not be able to get hold of it. I wouldn't want you to call me a liar you see. Let's just say that we'll be reviewing it as early as possible and leave it at that. I thank you. Good bye.





(Above) It's a monster truck battle, and as usual , the computer is well in the lead thanks to the dodgy collision detection (but remember this is just a preview, and so that could all change)



(Right) As you might spot by the decidely brown sandy stuff on the ground this is the Desert Track. We couldn't spot any appreciable difference in handling on the different tracks, but then again this is just a preview, so that could change. (I can feel a little Deja Vu creeping in here you know).

(Left) Just to prove that it is actually possible to do well on this PREVIEW version of the game (which crashed continuously by the way), here is a shot of Rich the Victor. Rich the boring gimp more like eh readers? Oh cheer up you grumpy lot!

BASEJU

With extreme sports being all the rage we sent our heroic reviewer, Rich Lloyd, into the danger zone to check out what it's all about.

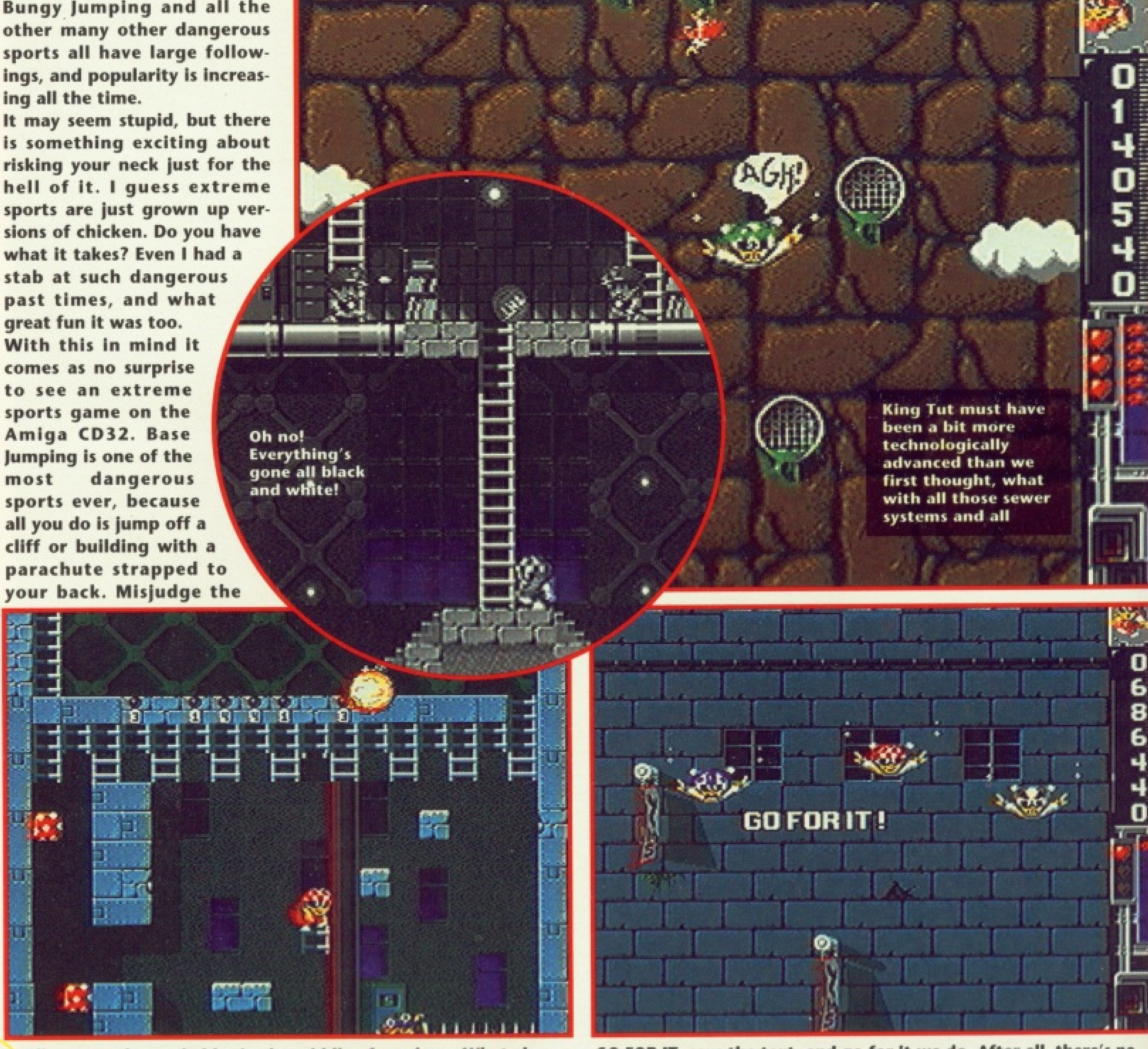
Extreme sports eh? Some say it is the ultimate thrill, living on the edge, laughing in the face of danger. Others say it's a one way ticket to an early grave. Extreme skiing, Base Jumping, Bungy Jumping and all the other many other dangerous sports all have large followings, and popularity is increasing all the time.

It may seem stupid, but there is something exciting about risking your neck just for the hell of it. I guess extreme sports are just grown up versions of chicken. Do you have what it takes? Even I had a stab at such dangerous past times, and what great fun it was too.

With this in mind it comes as no surprise to see an extreme sports game on the Amiga CD32. Base Jumping is one of the most dangerous sports ever, because all you do is jump off a cliff or building with a parachute strapped to your back. Misjudge the wind and that's it, game over. Many people have died pursuing this sport, but they all knew exactly what risks they were taking.

And so we come to Base Jumping on the Amiga CD32. I am reliably informed that this game was previously released on other formats, but thankfully I've never seen it before now.

The game is based around the exploits of the East Beckinsale Pigeon Fanciers Association (EBPFA). Sick of playing less dangerous sports like walking over cold coals or playing



Oh no! Everything's gone all black and white!

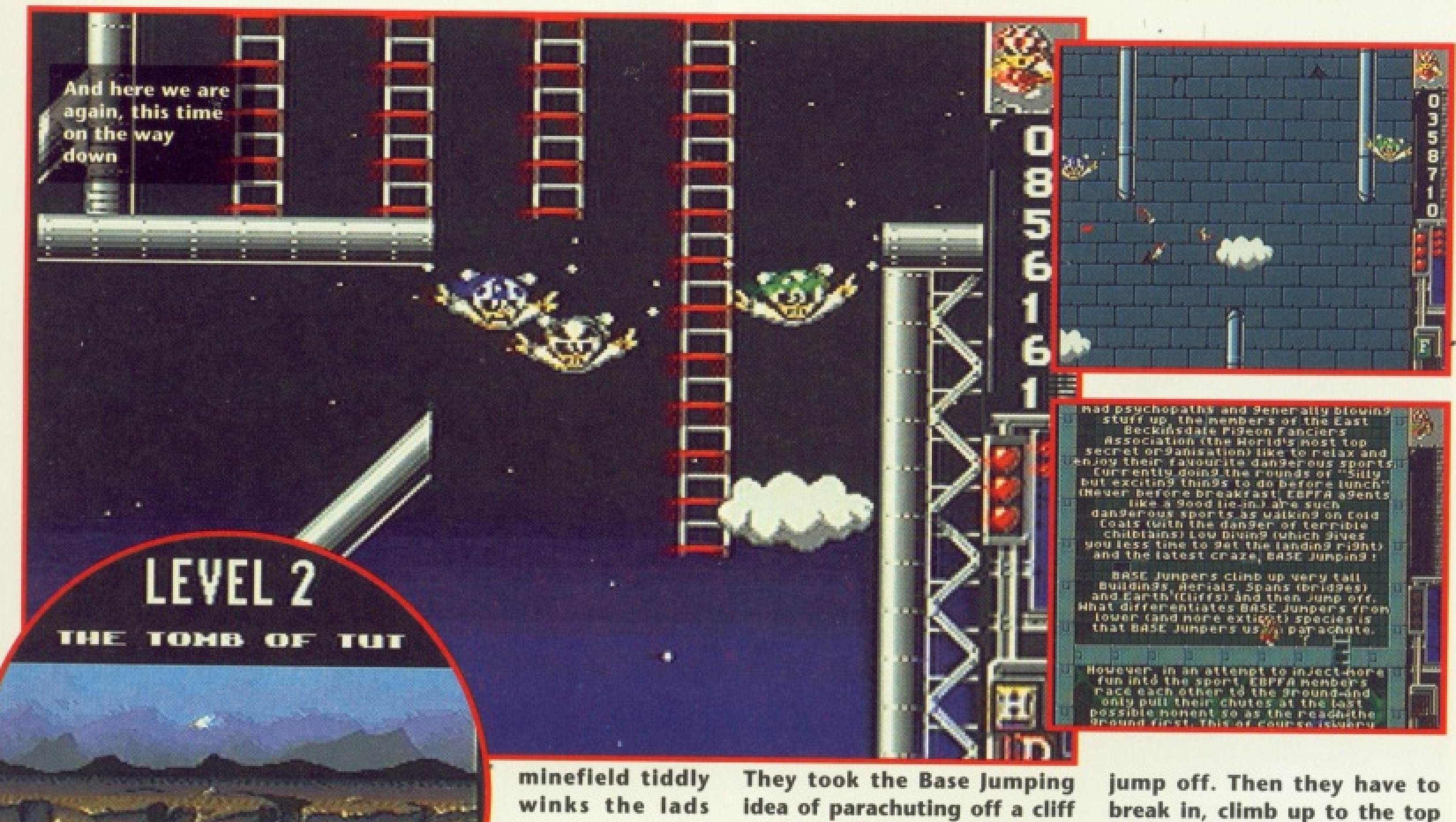
King Tut must have been a bit more technologically advanced than we first thought, what with all those sewer systems and all

Blimey, stuck on a ladder in the middle of nowhere. What else could possibly go wrong?

GO FOR IT, says the text, and go for it we do. After all, there's no point backing out now



UMPERS



And here we are again, this time on the way down

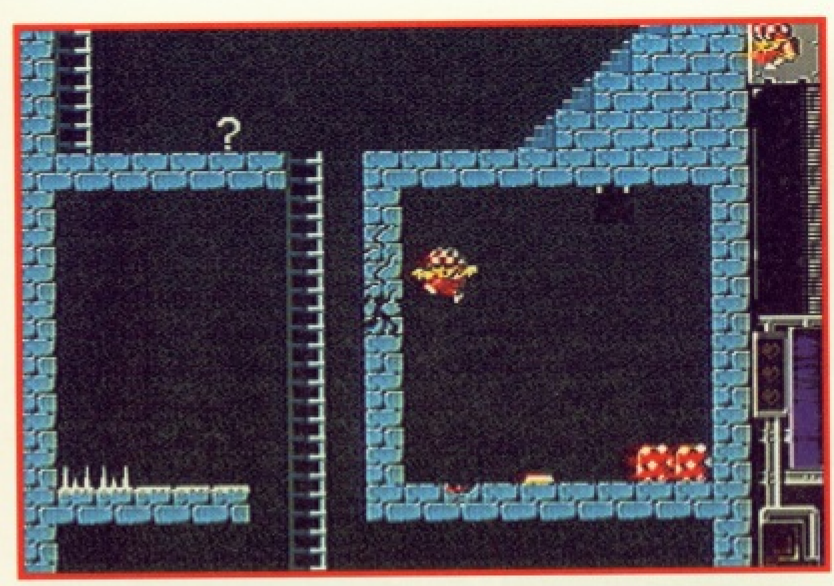
minefield tiddly winks the lads set out to design the ultimate sport.

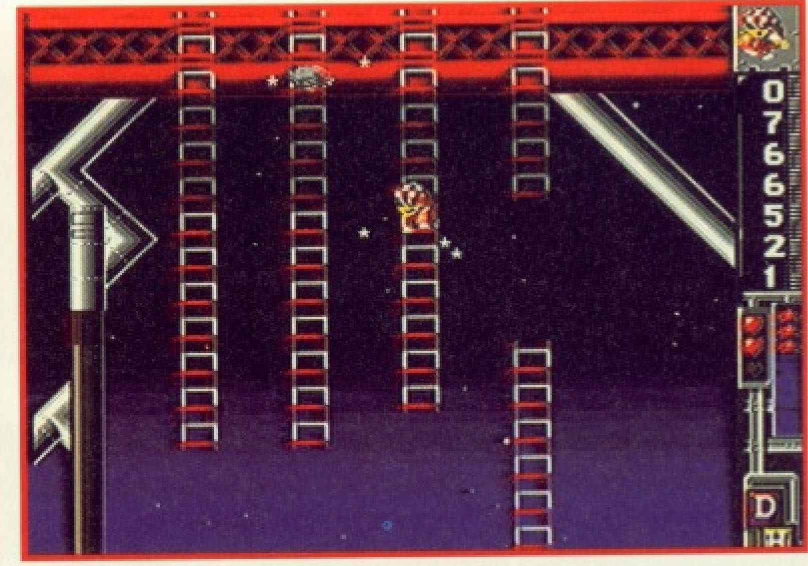
They took the Base Jumping idea of parachuting off a cliff and added their own unique twists to it. First of all they choose a top secret target to jump off. Then they have to break in, climb up to the top of the structure, brutally murdering anyone that might get in the way, and then jump off. The first person down is the winner and can go home for tea and cakes. Everyone else is a loser and a disgrace to the EBPFA.

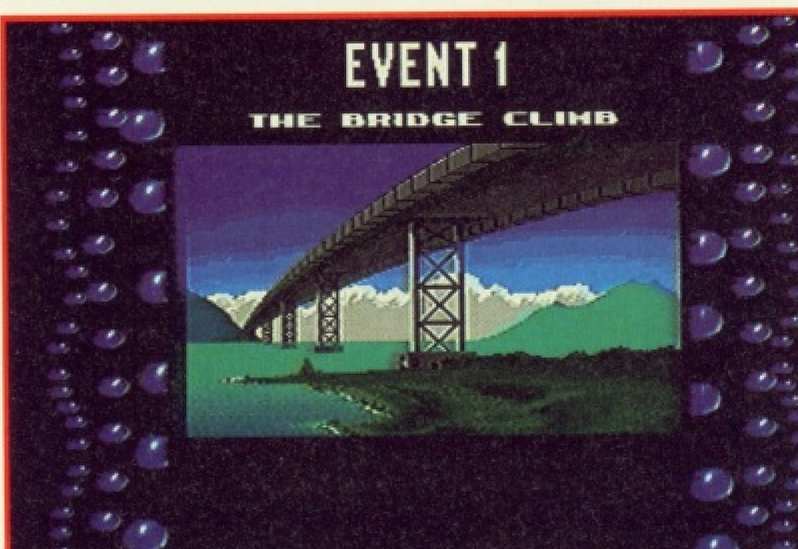
The game is split up into two distinct parts. First there is the climb, and then the jump off. The climb is a typical platform affair. The screen scrolls upwards and anyone that isn't quick enough and gets left behind loses points. get hit by some of the many traps more than three times and it's death time, baby. Electric doors have to be unlocked by locating the right buttons, walls must be bashed, spikes jumped, mines avoided, and so on.

As is usual in platform games the baddies can be killed by jumping on their heads. When they die they drop an icon which is nearly always a letter. Collect three letters to

The button the red guy is standing on opens up doors further on in the level







(Above Left) Doh!, now how do I get out of here? How did I get here in the first place? Where am I? Who am I? All these questions and more won't be answered next month because I'll be down the pub

(Above) The first event has you jumping off a bridge, but you have to get there first

(Below) Spell out three letter words to get mystery bonuses

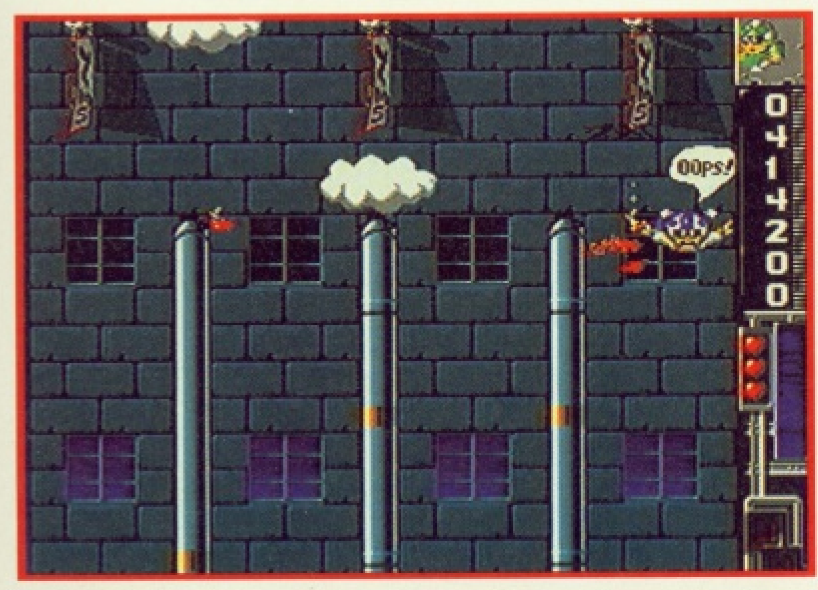
(Below Inset) The winner is the one who releases his chute last and still manages to survive

(Right Top) You said it mate, you said it...

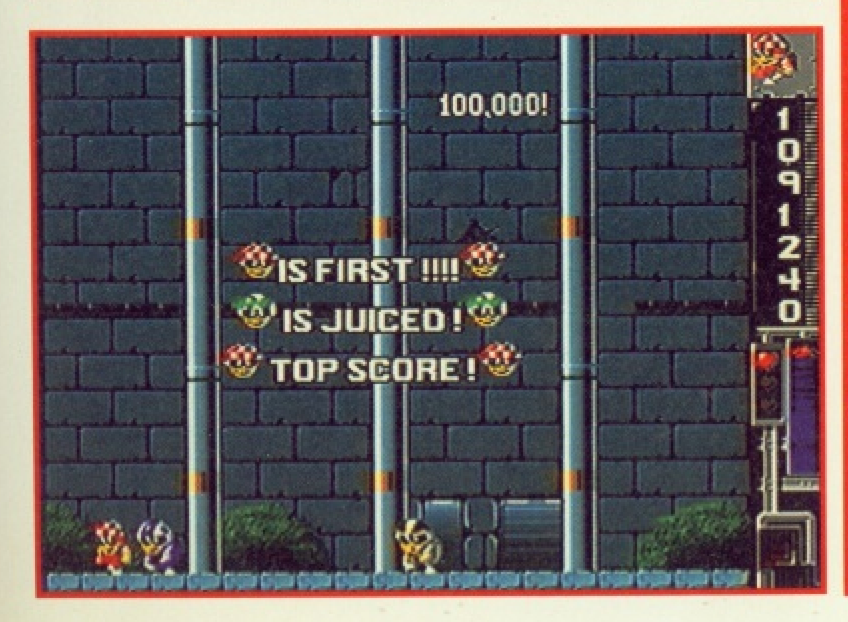
(Right Bottom)Red wins, but sadly green wiped out halfway up



get bonus points. If the three letters happen to spell a word then a special bonuses might be awarded. These can range from silly effects (for example, LCD turns the screen black and white), to crappy jokes, but if you're lucky you will gain access to one of the eleven secret games.
The first person to the top gets a time bonus, and then it's time for the jump. All four players jump off at once and free fall, or ski if you are on the skiing level, right the way down to the bottom. The problem is that there are things in the way. Flag poles, balconies, bits of cliff face, rocks, and trees can all prove fatal in such conditions. Even though the other players are fellow club mates the only fair thing to do is to try and kill them! More points are awarded for splatting the other players. Don't forget to pull the cord though, or you'll end up decorating the pavement in a highly unusual manner.

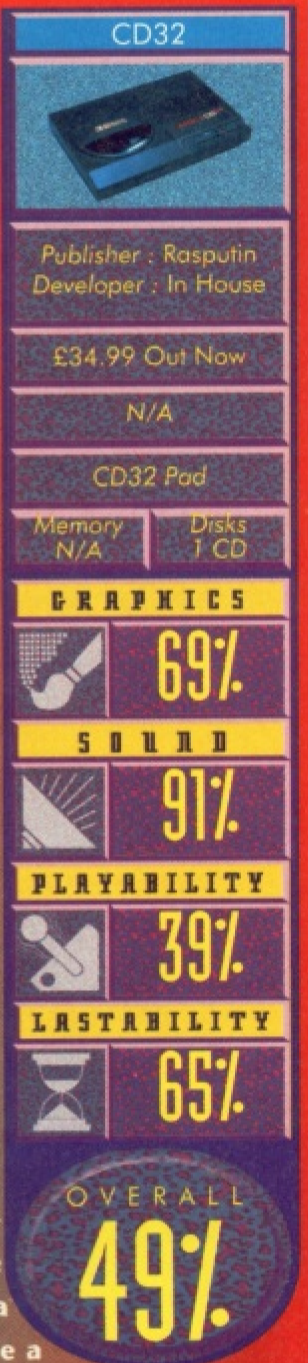






THE VERDICT

Full marks for originality, but just because it's original doesn't mean it's good. The CD32 is quite a powerful machine, but games like this do it absolutely no justice at all. Admittedly I did find playing Base Jumping quite amusing for a while but there is no way I would pay any cash for it.
The chase to the top of the screen is pretty dull, which paves the way for the equally yawn inspiring jump section. There are no puzzles to solve as such, and the most fun is had collecting the letters. Problem is, it is highly unlikely that you'll spell anything at all, and if you do it'll probably only cause a message to be displayed or something.
The jump sections are quite fun when playing against three other mates, but on your own there isn't really much to do. Negotiating the courses themselves is quite easy, and the computer opponents tend to wipe themselves out before they get a chance to try to force you to make a mistake.
What makes the game curiously enjoyable is the soundtrack. Whilst falling to your doom opera or classical music comes blaring out of the speakers! This gives the game a very surreal feeling, listening to the likes of Pavarotti before turning into a red spot on the pavement.
Let's face it though, this game is really poor. After forking out a few hundred on what is supposed to be a state of the art entertainment machine why on Earth would you want to play this?
The only people it would appeal to really are those who actually go Base Jumping for real, and if you did it for real why play the game anyway? There is no way it could capture the excitement of such a dangerous sport.



A500 / 600	Nope.
A1200	It's already out there, and it's just as average.

BASE JUMPERS



JETSTRIKE

Every little boy's dream is to be an airline pilot, so we sent our resident child to fulfil his ambitions. Climb into the cockpit with Rich Lloyd and get ready for a bumpy ride.

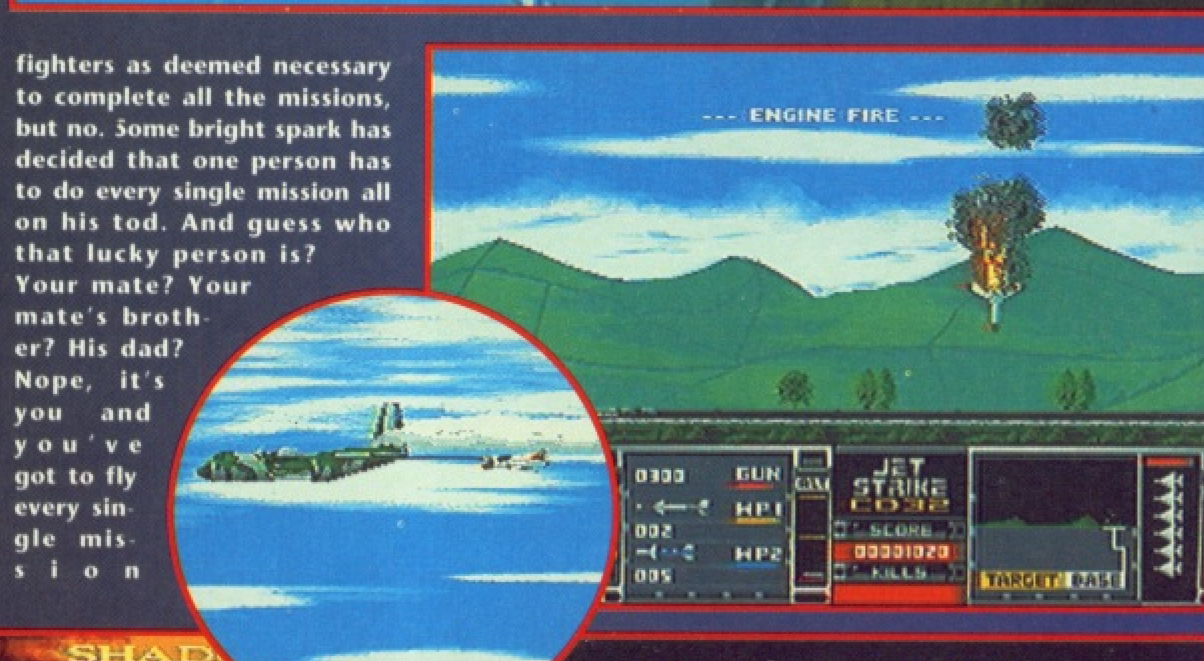
Who can forget that classic bit in Top Gun where Tom Cruise was flying along and, erm, something really exciting happened. The exact details elude me at the moment but it was great. Honest. The best bit of the film in fact. Apart from Kelly McGillis of course.

There's no doubt about it, flying a jet plane would be great. Some people get to do it every day, but most of us will never be so lucky.

In fact, the only way most of us will ever get to fly a plane is in a computer game, and blow me, this just so happens to be such a computer mag which means that I can talk about this subject for a bit more.

Those loveable rogues down at Rasputin, who bought us the classic Base Jumpers (CD32 version reviewed this issue), have just released the CD32 version of their fighter pilot game, Jet Strike.

Jet strike is one of those games that suffers from a completely illogical scenario. You are a pilot in the Air Force and there are lots of dangerous missions to be undertaken. Now, under these circumstances you'd expect that the top bods in the Air Force would deploy as many fighters as deemed necessary to complete all the missions, but no. Some bright spark has decided that one person has to do every single mission all on his tod. And guess who that lucky person is? Your mate? Your mate's brother? His dad? Nope, it's you and you've got to fly every single mission





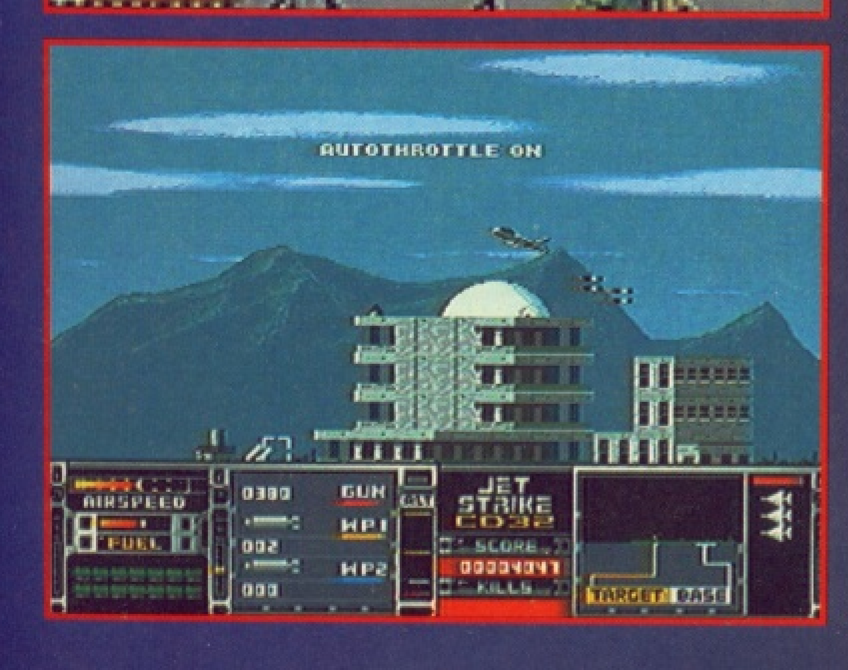


known to man without help from any other pilots in the forces. I guess they all just get to stay in the mess room and drink beer while you're out there risking your precious neck.

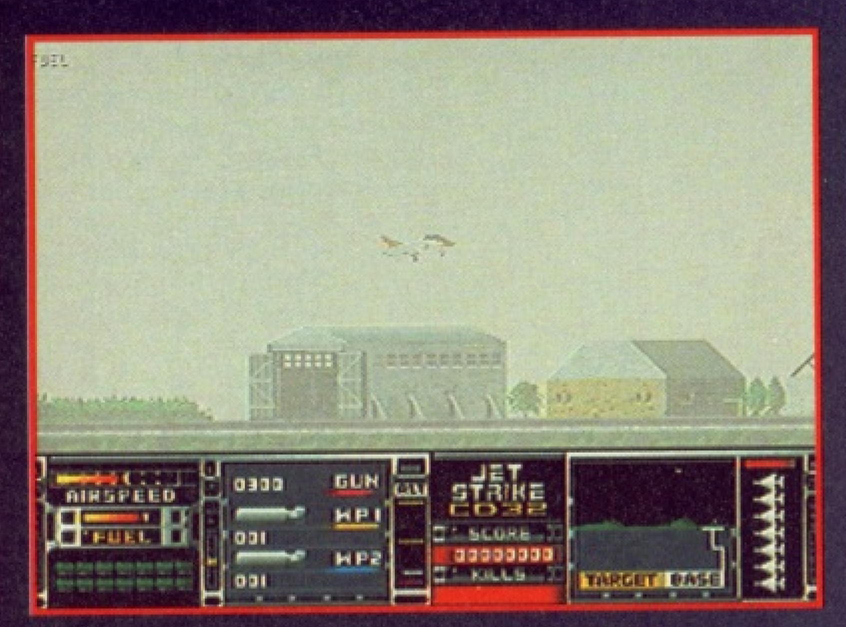
So, with this gargantuan task ahead it would be handy to know how to handle a plane, not having flown one before. Thankfully Jet Strike has ten training missions which cover every aspect of flying and air combat. As you'd expect taking off is a sinch; fire up the engines and let the thing soar off into the air. Controlling it is OK, but most folks have problems landing. Rushing towards the ground uncontrollably at high sped is not a pleasant thought.

The extensive training missions give prospective pilots lots of chance to hone their skills, and even let them fly in different weather and lighting conditions. If after completing these you're still not up to taking on the missions proper, why not enter the Aeronautic challenge? Up to ten players can take part. At the beginning of each course









your task is given, like collecting balloons, demonstrating air/sea rescue techniques and so on. Everyone has a turn and the one that does it the quickest and most efficiently wins. After this it's time to grab the bull by the horns and try the proper combat game. There are hundreds of planes (and even a dragon!) to choose from and it is your task to figure out which plane or helicopter is best for the job. Obviously if you have to fight enemy craft choosing a hang glider isn't exactly the best option.



Jetstrike is now available as part of the Gamer Gold compilation through Grandslam. Also on the CD are Bump n Burn CD32 and Nick Faldo CD32, and all for just £29.99. It's in the shops now!

THE VERDICT



They say first impressions last, and my first impressions of Jet Strike were not good at all. Being the sort of bloke I am I sat down with the incredibly awkward CD32 joypad and played the combat mode straight away without reading the instructions.

Somehow the controls didn't seem quite right. To accelerate the chosen plane you have to press right. To make it turn left and right you have to press up and down. Eh? What was going on? Why can't I fire my weapons? "This is arse" I thought to myself before resorting to reading the manual.

A few minutes later the curious control configuration started to make sense. The practice levels serve as very good introductions allowing even the most inexperienced games player to get to grips with it quite quickly. Even Lee found that he could play it quite well, so it must be easy.

The aeronautic display challenge is quite fun, with some quite tricky tasks to complete but the main part of the game is the actually combat mission itself.

There are many different missions here that require you to choose one of hundreds of planes, load up the correct weapons and fly off into the blue yonder. The first mission requires you to take photos but eventually they'll ask you to destroy nuclear submarines, catch people falling from planes (!), take out convoys and generally cause all manner of mayhem.

Now the most likely outcome involves you ejecting from a ball of flames but if ever you finish a mission it is time to land. This is fairly easy actually, apart from when the odd building gets in the way.

Flying all these different planes soon gets to be quite fun but I can't help wanting more from a CD32 title. Admittedly the music is excellent but then again on a CD based format that's not exactly hard is it?

Jet Strike is a bit of a mixed bag really. It's fun to play but it's not exactly what you'd call an essential purchase. Why not talk your mates into buying it and play it round their house instead?

LIVERPOOL 1995



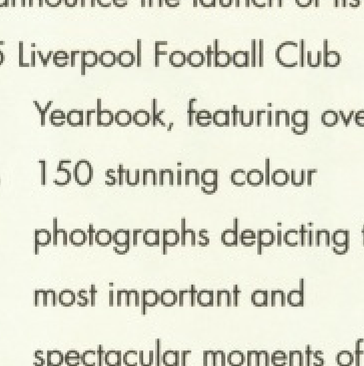
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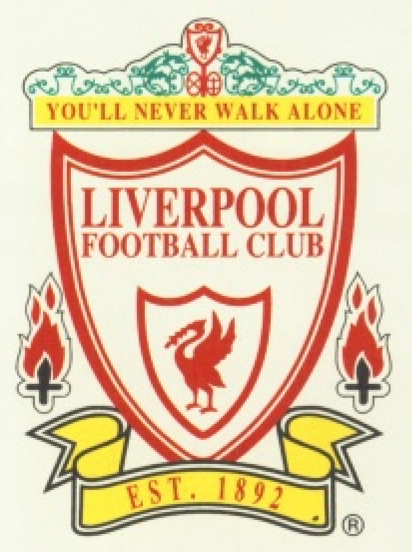


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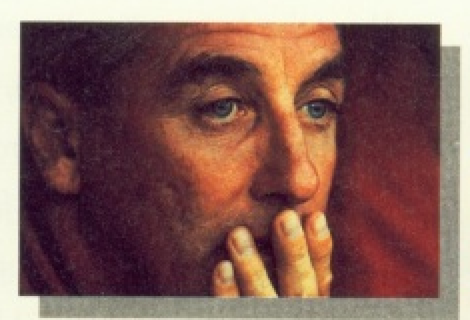


About the Author: Ken Rogers, Sports Editor of the Liverpool Echo, has reported on Liverpool Football Club matters for over 25 years, following the Reds at home and abroad to chart many golden moments that have become Anfield folklore. Rogers has 'ghosted' columns for many Kop favourites, including Bill Shankly, Ron Yeats, Tommy Smith and Peter Beardsley. He was the joint author of the well-received book *Liverpool FC – Club of the Century*.

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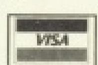
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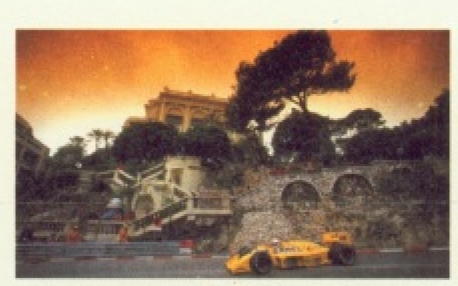
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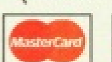

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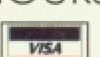
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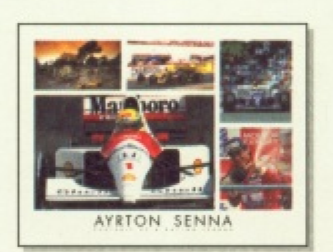






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EMPIRE

With the footie season just started football fans will no doubt go mad over the glut of tie in games going to be released. Empire Soccer will be one of the first, and we sent Rich Lloyd to investigate

Football eh? Like it or loathe it, you can't get away from it. Personally I don't really care for it as I can think of much more enjoyable ways to break into a sweat that don't require as much running, but there you go. At time of writing the season hasn't started yet but by the time you read this thousands of people across the country will yet again have the pleasure of following the fates of their favourite teams.

There is no denying that as a sport footie, soccer, or whatever you want to call it is immensely popular, and this is reflected by the amount of football games available to play on home computers. No one can deny that FIFA Soccer and Sensi are both fantastic games, and this is hardly surprising considering how long the genre's have been around. Remember Addictive software's Football Manager by the (then) infamous Kevin Toms? Who can forget Jon Ritman and Bernie Drummond's Match Day games, which were the first to introduce the concept of aftertouch? What about the abysmal Artic World Cup which got released years later on the C64 as US Gold's official World Cup tie in?

IT IS NOW!

Aaah, this brings back the memories, mostly of games which we worshipped then but play like floaters when compared to the games of today.

All this reminiscing brings me nicely on to the latest football simulation to be released, Empire Soccer. The aim of the developers was to improve on any previous football games by making it as smooth and as playable as possible, without compromising themselves on the demonic gameplay needed to keep players interested.

The game itself features 32 different teams, each of which closely reflects the attributes of their real life counterparts, so if you choose a top team and lose then it's down to your inept joystick control, and not the game itself!

Graphically Empire Soccer promises to be very special. Although it features a vertically scrolling pitch rather like Sensi the sprites are much bigger and more detailed, using 256 colours and various dazzling special effects.

However, graphics does not a game make as I oft say to myself because the most important part of a game is always how it plays. As well as beign able to shoot and pass the players will also be able to perform some of the more spectacular moves real players can do. Diving headers can often be quite spectacular, as can banana shots, overhead kicks, back passes and power shots, all of which make the game more exciting to play or watch. This is not all however, because, wait for it, some players will have special moves too! Now I don't mean that the centre forward will start Dragon Punching his way through the opposition's defense before fireballing the





(Above) Here we go, here we go , here we gooooo



(Above) Cue poor joke - "How do we decide who'll go first?". "Let's toss for it". "No, let's flip a coin instead". (What a bunch of arse-joke fans everywhere)



SOCCER



Get good at the game and watch the enemy weep







He shoots, HE SCORES! Hurray, joy, jubilation etc.



The finished product will boast many player moves, as illustrated here. Here we can see the "run for the ball" move, the "flying header" and the "please don't shoot me" technique

goalie or anything, but as your team gain experience they will learn new techniques such as the Speed Burst and the Super Barge.



Have you noticed the obvious mistake in most of our preview screenshots yet?

As always, more fun is had with your friends, and one or two players can play at the same time as you would expect, but in the World Cup Leagues option up to eight players can battle it out for the World Cup.

One problem regularly encountered in football games is the difficulty level. Sometimes it seems that no matter how good you are it is impossible to score against computer controlled goalies which means that novice players will get no enjoyment from it whatsoever. On the other hand, sometimes it is ludicrously easy to score, which also kills enjoyment for expert players. Fear not dear readers because those clever lads and lasses down at Empire Soccer realise this and have included five difficulty levels into the game ranging from super easy to super hard.



REPLAYS!

Fancy yourself as a bit of a football manager, eh? I bet Kevin Toms is quaking in his boots.

I have to admit that I never played On The Ball in any of it's guises before now, but that has more to do with fact that I was playing Mega Drive games for a living than anything else. So I approach this now as if it was simply a budget game, and that's the reason for this extensive replays! section.

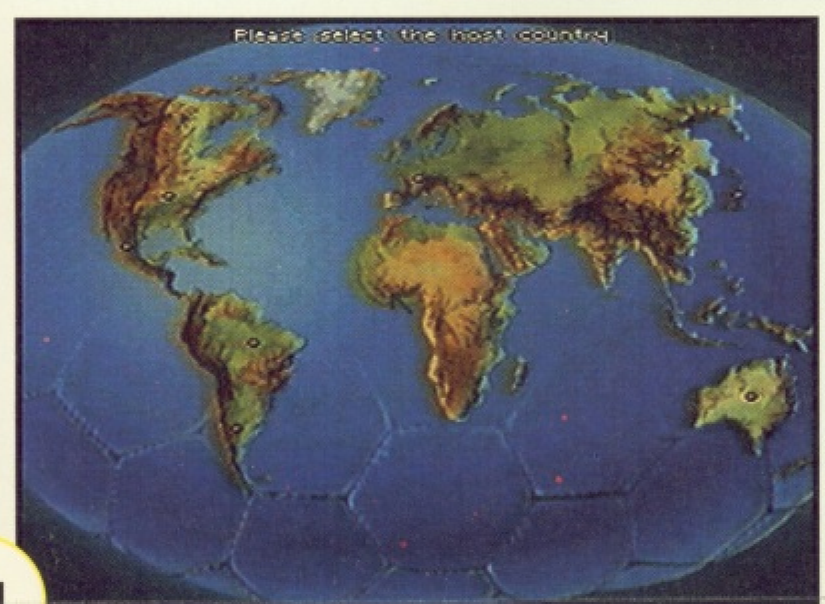
So, the question is posed, "What's it like then?". Well, it's pretty good actually. The most important note here is that the version I played was the A1200HD only version, so all those with A5/600s, A1200 sans HD or CD32s (you poor misguided fools) can turn the page now. Ok, I hope I'm left with just A1200HDers with £10 burning a hole in their pocket. Yes, well I think the best thing to do with your tenner is send it to me actually, but if that doesn't appeal, then World Cup On The Ball is a very attractive alternative.

I actually don't like managerial games very much. I'd much rather be playing the game than simply watching it happen, but for those of you who are into this sort of thing I'll do this review. So, what does the game involve then? Well much as the title suggests it's a special edition of On The Ball that was programmed for the World Cup last year. As such you can't manage England of course, because they didn't qualify, so it's time to fill Jack Charlton's shoes.

The game allows you to prepare your selected national side for the World Cup, either having qualified already, or by replaying the qualifiers (which might even get England there after all!) Of course, a great deal of work goes into a national football side, and it takes a great deal of planning to even think about winning the World Cup. You must plan your days carefully (or in the case of qualifiers your months) so that your team are ready.

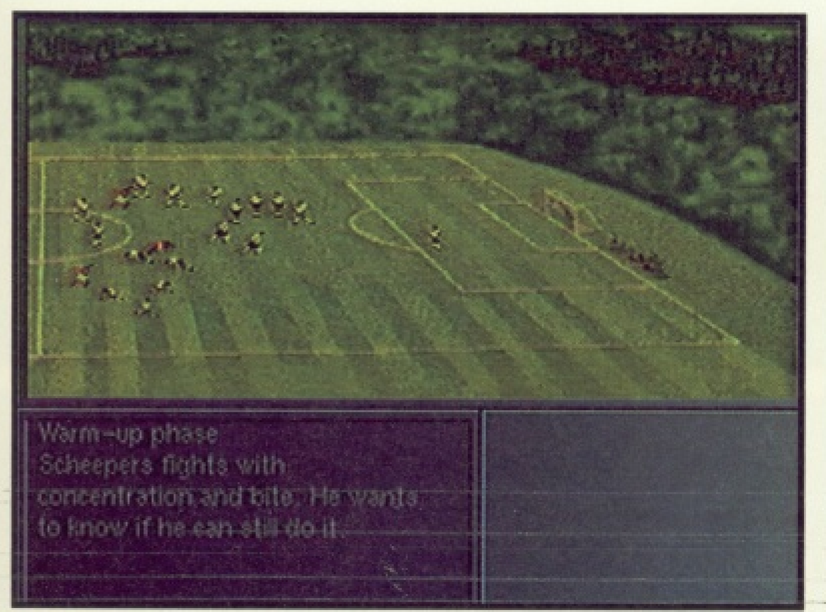
These are many different options available as to how to train your team. From basic skills, through fitness and massage. You can coach single players one-on-one to pep them up a little, or have a chat with the whole team to boost morale. Scheduling open days for fans to meet the team, allowing the players

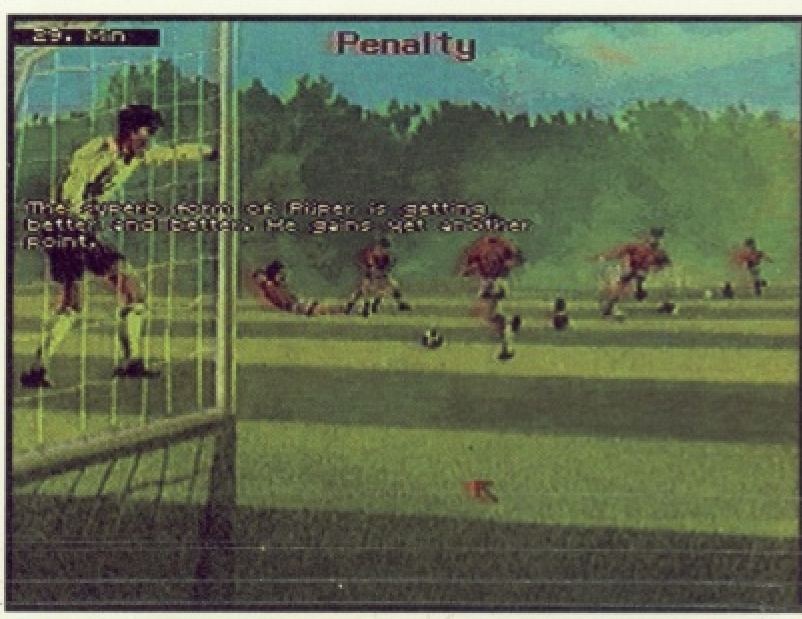




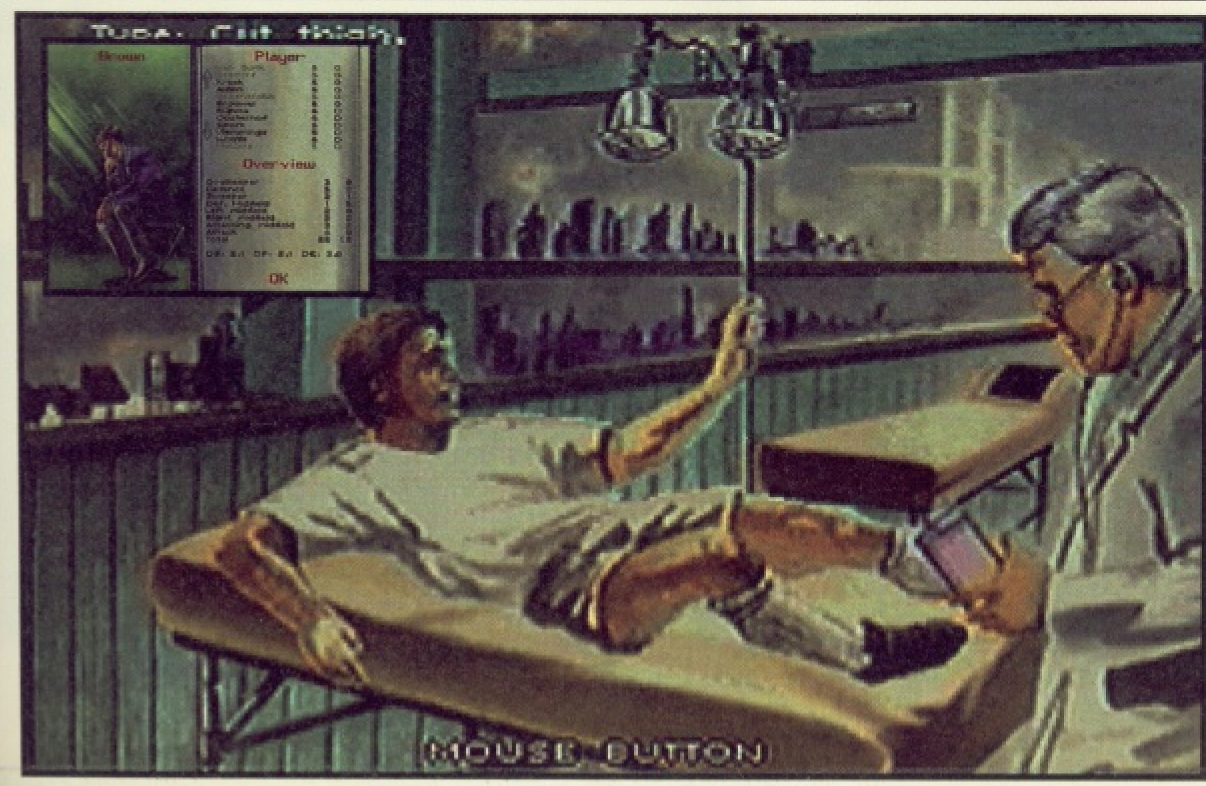












time with their families or letting them relax for a half or even whole day will all boost morale, but of course lower their skill.

You can play trial games against local sides, but make sure you let every player get a game at some stage otherwise you'll end up with players of little use. Through training and playing your men will increase (or decrease) in skill which should help you make selections for the games in the World Cup proper. When playing important matches the media will obviously want to be kept informed, so scheduling press conferences is a must.

Well that's about all there is to it, but how does it all work? Very well actually. The game uses the mouse to select options by clicking on the screen, and from various submenus you can make your decisions. The still graphics are very attractive, and even the moving graphics (on the training screens, and various highlights from the matches) and fairly well animated for a game of this type.

In all then? If you like these managerial games (which I don't remember) then you should really go for this, it is very well put together, although occasionally the original German from which it was translated slips through into the English text. This minor niggle aside though the game is very involving, and well worth looking at, especially at this reduced price.

OVERALL 82%

SHADOW



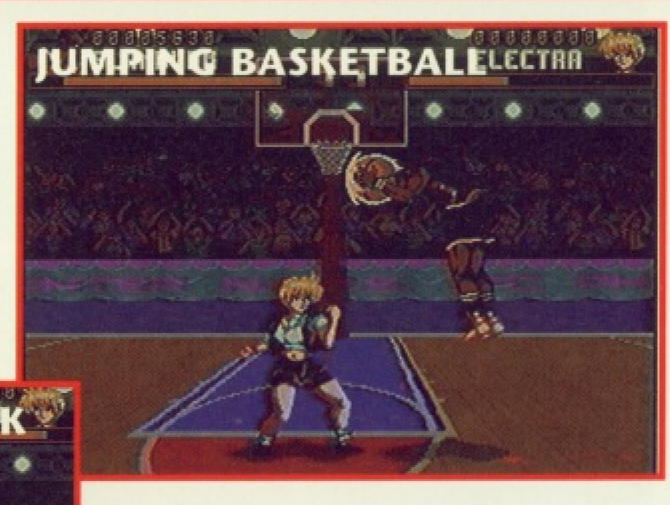
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SPEED ATTACK: ← → AND FIRE

HEAD SPRING KICK: ← ↙ ↓ AND FIRE

SPINNING FIREBALL: ↓ ↙ ← AND FIRE



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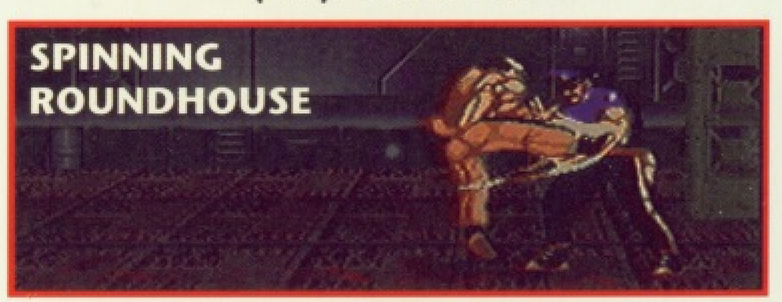
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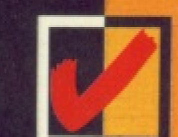
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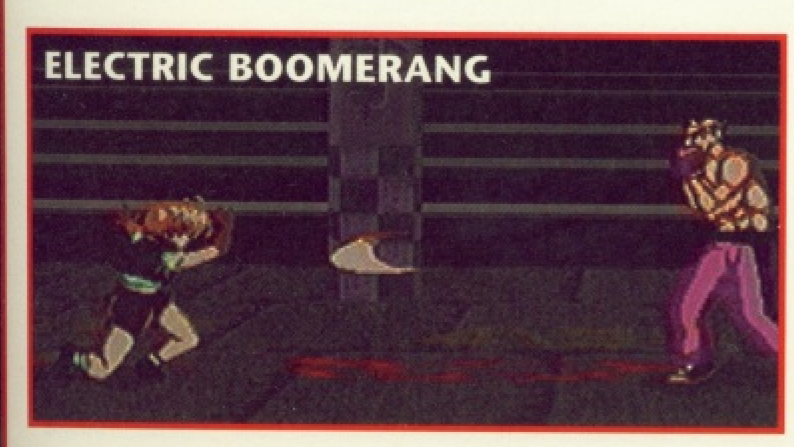


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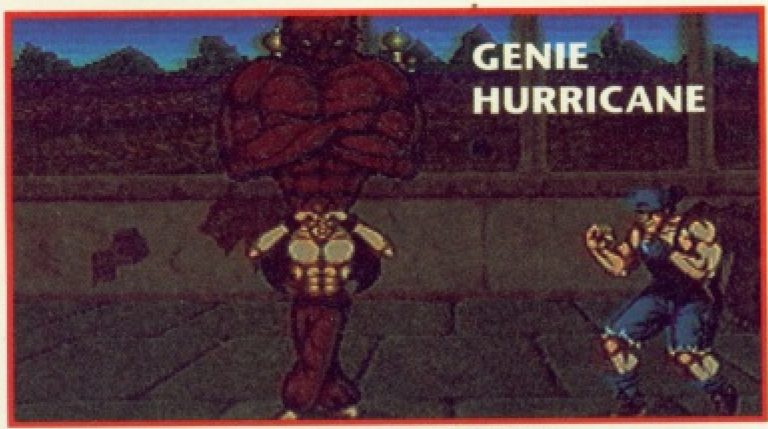


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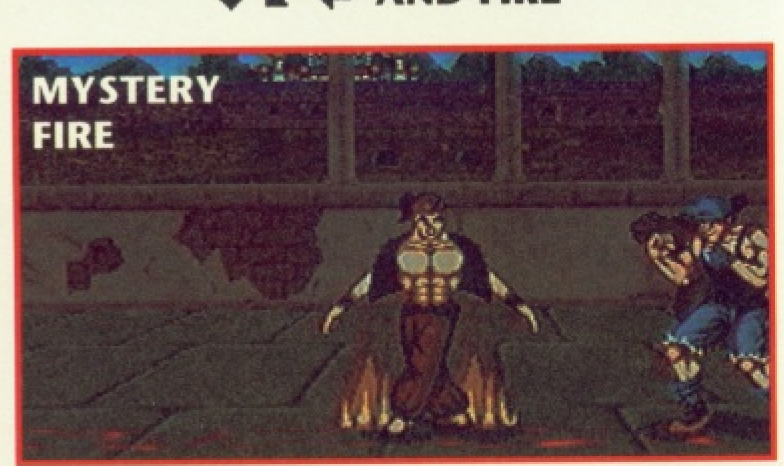
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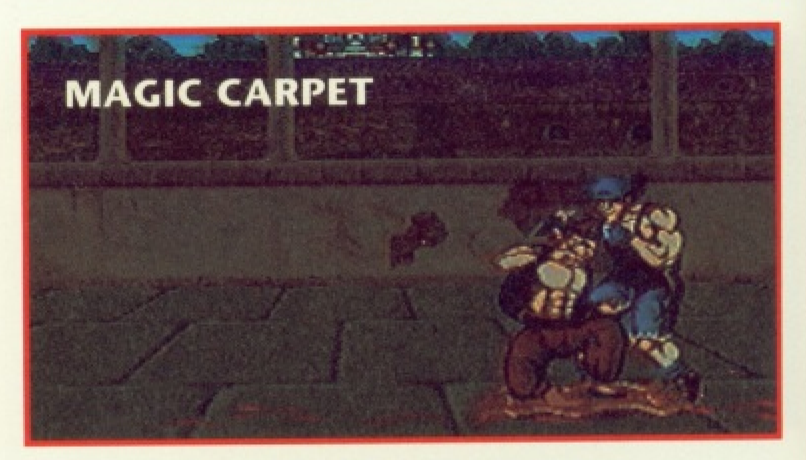
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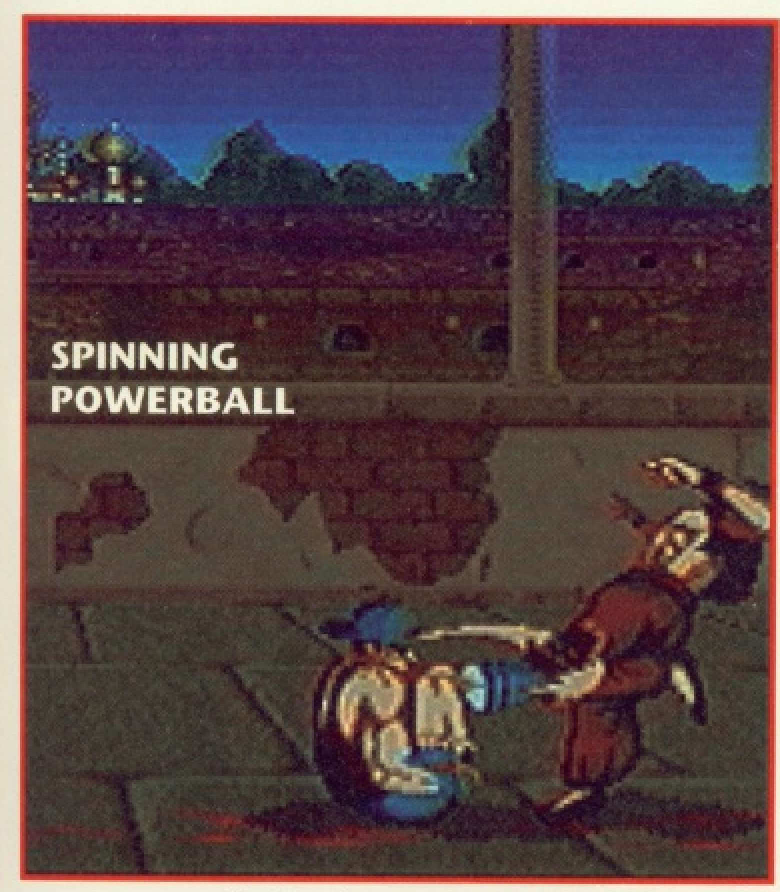
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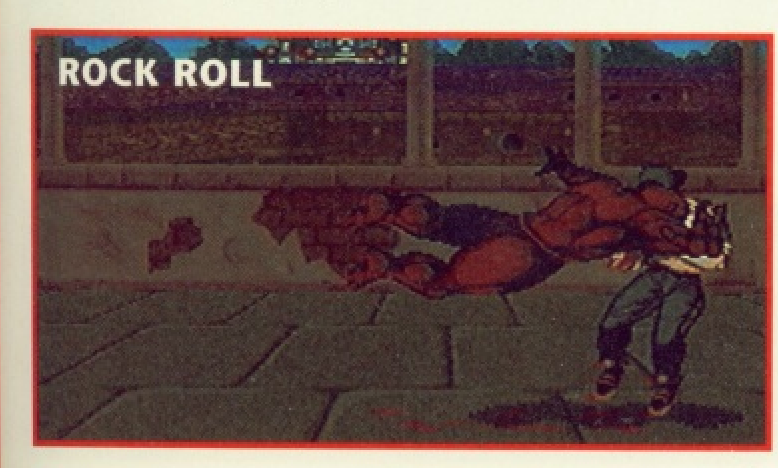
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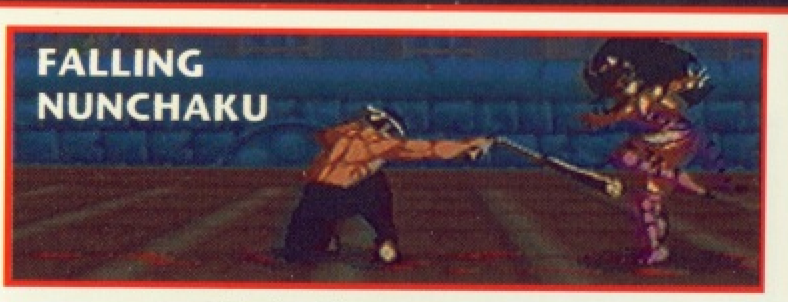
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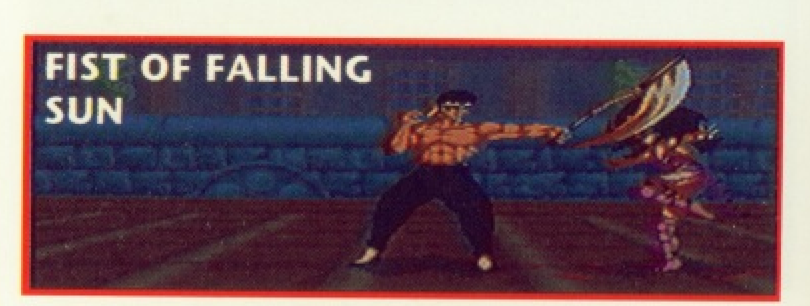
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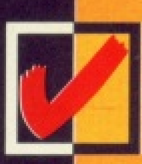
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RAPID FIRE



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MANX



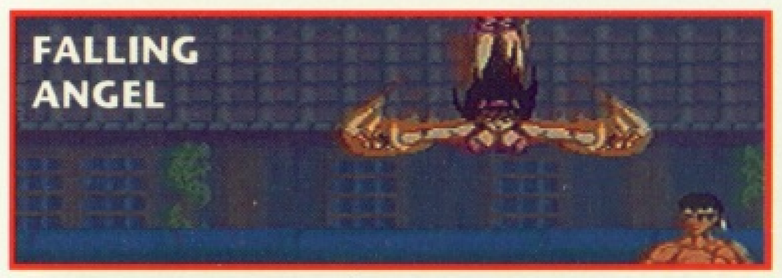
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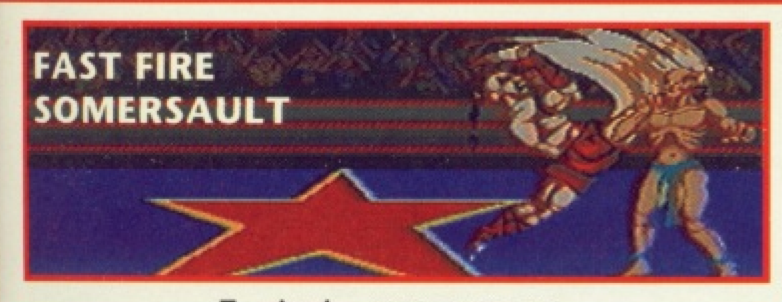
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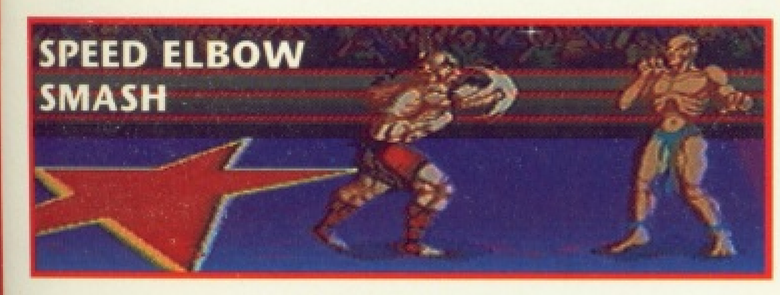
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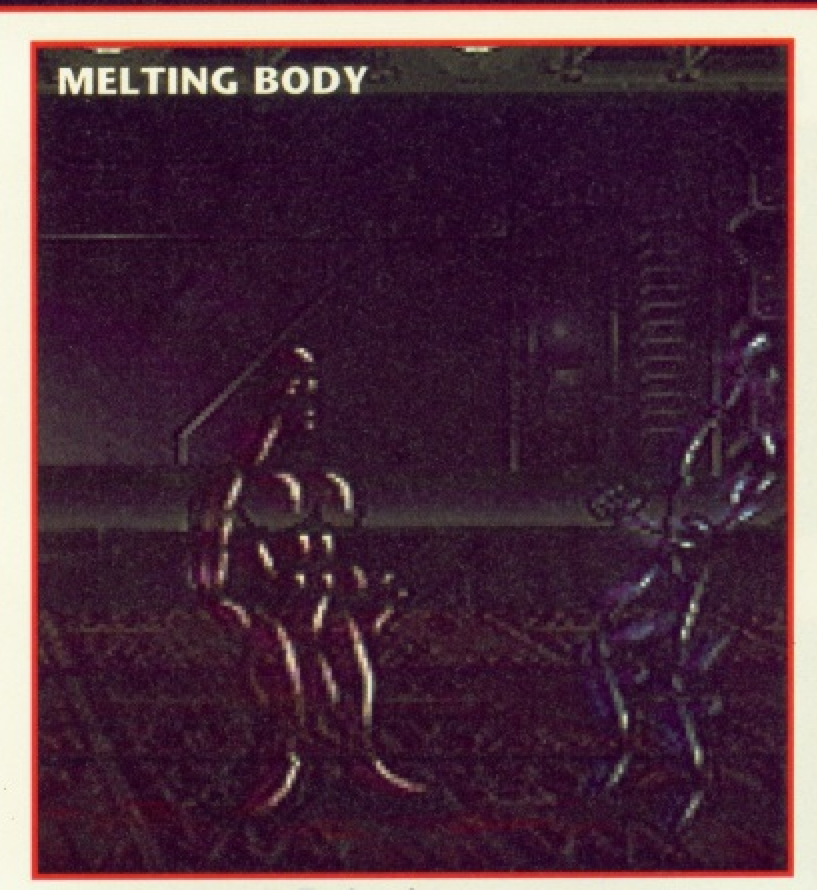
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TOSHIO



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YARADO



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JUMP, ↘ AND FIRE

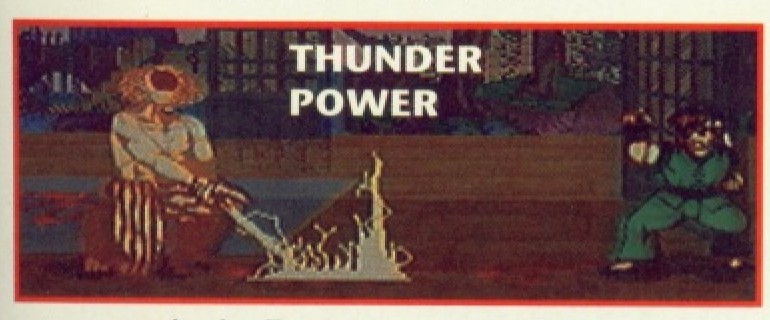


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RAPID FIRE



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COLONI

Colonisation is without a doubt Sid Meier's finest game yet. The sole objective is to colonise an entire continent, which I'm sure you can imagine takes some doing. To get you started we have compiled this players guide to help out. If only the Pilgrim Fathers read The One Amiga...

STARTING OUT

Congratulations, your Caravel has landed in what we now know as America. "What shall we call this new found land?" cried the first man to set foot on shore, and hence the place was called, imaginatively, Newfoundland.
The first thing to do is go to shore and build a town straight away. Send the Caravel straight back home to pick up more people who want to leave for the new world. Move the first few colonists to the town and then double click on the town itself to call up the town's information screen.
First check that there is enough food for everyone. If not, then turn one of the colonists into a farmer and get him to produce some more, until there is plenty for everyone. At this time all you will have is 100 tools, so it is time to mine as much ore and lumber as possible. Soon you will have enough resources to start developing the town.

MAKING CASH

Money may be the root of all evil as well, but it is also the root of most fun too. You may want to pretend to be Richard Briers and Felicity Kendal in the Good Life by living off the land but let's face it, the easiest way to progress is by making a quick buck here and there and watching it all mount up. The easiest way to do this when first starting off is to make some produce and sell it back in the old world. Go to the European screen and check out the prices of things worth selling. Usually ore, rum, furs and coats do quite well.
Make different towns specialise in different products if possible. Towns near wildlife habitats are always good for making furs and coats. Towns near rocky areas are good for mining. Field areas are good for making surplus food and sugar. Sugar of course is vital for





ZATION



making rum.
The reason for making varied produce is simple. If you have twenty or thirty towns producing furs you'll flood the market back home, drive down the prices and end up cutting your own throat.
Additionally, if you get into an argument with your home country they could turn round and ban all trade on that product until you pay extortionate taxes, which could cause all manner of problems.
A few bucks can also be made by trading with the locals, but they hardly ever want to pay full whack and they'll only buy specific items, mainly rum, tobacco, cigars and cloths.
Remember, try to avoid buying any goods from Europe unless absolutely necessary.
The more ruthless amongst you will already know that you can make thousands by pillaging local tribes and temples and then transporting the booty to one of your towns.



THE LOCALS

The discover of America is attributed to Christopher Columbus, but he wasn't the first person to live there. Since the Ice Age Nomads have roamed the Americas, setting up their own villages and forming their own tribes. As Columbus thought he was in Asia ("I told you you should have turned left!"), he made a bit of a mistake calling the locals Indians, but the name stuck. Throughout history the Native Americans have had nothing but trouble, simply because they were there first. Now you have a chance to attempt to change history by being nice to the locals. If you watch out for them then they'll watch out for you. Your enemy will become their enemy and they'll help out if ever you go to war. To keep the peace they will often come to your towns bearing gifts which are sometimes quite valuable. Friendly tribes will also try to encourage trading, and if you treat them well they'll be a bit more generous when haggling.



The locals also have the benefit of experience behind them as they have lived off the land for thousands of years. By sending a Free Colonist or Indentured Servant into a friendly tribe they will be taught a skill such as Farming and Fur Trapping.

Also, they will have stockpiled thousands of years worth of treasure. Put aside your Native American sympathies, employ the



age old strategy of being completely two faced and loot them! Sometimes you will get nothing, but most of the time you will end up with a wagon of gold. Remember that the Cherokee and Sioux weren't exactly renowned for their taste in expensive trinkets, but as for the Incas...loot them! Forget your sympathies, be greedy and take them for all you can.





TRADE ROUTES

Possibly the most tedious part of the game is the trading. The way around this is to set up trade routes. Inland trading is done by using Wagon Trains and sea trading, which is much quicker, is done using ships. Use the wagons to make sure that all your colonies have enough materials that they need to make their various products, and use them to ferry the cargo to the docks. If you create a trade route you can then forget about it for a while, but keep tabs on the position of the Wagons because they tend to get captured during wars.

If you have decided to make a colony dedicated to certain produce to sell back in the Old World, set up a trade route so that one of your ships can take it back home and sell it automatically, and then return with new volunteers without you having to tell it what to do.

The Caravel and the Privateer can only carry two units of cargo. The Frigate can carry four, and the Galleon can carry a whopping six units of cargo. If you ever have a Privateer or Frigate it is best to try to keep its holds empty because then you can rob other ships fill the holds.



BUILDINGS

A town is nothing without buildings, so it is time to build some. Try to get at least four or five colonists in a town to develop it properly. Have some of them plant food if necessary to allow the other to work. To make building you'll need tools and lumber. Place a lumber-



jack in a forest area to get the most wood. Tools can be made on site or shipped in from another town.
All towns start off with a carpenters, which is where the main work is done. A blacksmiths is vital, so if there isn't one there already then build one.
Defence is vital, so the next thing to do is build a stockade. This increases the defence factor of any units inside dramatically. The next stage up from a stockade is a fort, but they are very expensive to make.
In productive towns only 100 units of each item can be held. By building a warehouse this number can be increased to 200 units. After this a warehouse expansion can be developed taking it to a grand total of 300 units, and so on.
Then come the building that help make tradable products. Decide what to build depending on the available resources. If the ground nearby is good for tobacco farming then build a tobacconists to make cigars. If there is a heavy animal population then build a fur traders and make lots of coats. Where sugar grows in abundance make a distillery to produce rum, which everyone always likes.

WAGING WAR

For most of the time it is advisable to keep yourself to yourself. There are five main forces in the Americas. The English, Dutch, Spanish, French and the natives. Whilst starting up you'll need as much help and support as you can get, so try and get on with everyone. Befriend the local Indians and keep expanding your colonies until you eventually make contact with another European group. Make an alliance if possible to keep them off your back.
As your colonies grow you'll start to get cramped by the number of Indian and European neighbours, and this is when it becomes time to make war. By this time you should have enough time to buy an Artillery unit, and/or recruit veteran soldiers armed with muskets and horses. The rules to war are simple - make sure there's more of you than there are of them and you'll probably win.
When attacking enemy colonies try to work out which is their main colony. For example, the main French colony is Quebec. If you take on the smaller colonies then they won't fight back much but taking



Every so often you will be asked to choose a Founding Father who will stand for the Continental Congress. All of them do good, so you can't really go wrong, but it is worth knowing what they do when they get elected so that you can use it to your advantage. Here's a quick run down on what they all do.

HERNAN CORTES:
After electing this guy the natives will always yield lots of booty when you raid them

FRANCIS DRAKE:
Increases the strength of your privateers

JOHN PAUL JONES:
Gives you a Frigate

PAUL REVERE:
Encourages standard colonists to use any free muskets to defend their forts

GEORGE WASHINGTON:
Helps non veteran dragoons

SIMON BOLIVAR:
Helps the rebellion

BENJAMIN FRANKLIN:
Helps keep the peace with Europeans. They will only fight you if you go to war with them

THOMAS JEFFERSON:
Increases liberty bell production

THOMAS PAINE
Increases liberty bell production

POCAHONTAS:
Relieves tension between you and the natives, and then stars in her own Disney film

ADAM SMITH:
Allows factory level buildings to be built in the colonies

JAKOB FUGGER:
Resolves any trade disputes between you and your King

PETER MINUIT:
Reduces the price of the Indians' land

PETER STUYVESANT:
Allows construction of custom houses

JAN DE WITT:
Allows trade with foreign colonies

JEAN DE BREBEUF:
Boosts your missionary skills

WILLIAM BREWSTER:
Allows you to recruit a better class of colonist

BARTOLOME DE LAS CASAS:
Indian converts become free colonists

WILLIAM PENN:
Increases cross production in all colonies

JUAN DE SEPULVEDA:
Makes Indians convert to your ways more easily

FRANCISCO DE CORONADO:
Shows all colonies on the map and their immediate area

HENRY HUDSON:
Doubles fur trapper output

SIEUR DE LA SALLE:
All new colonies start with a stockade

FERDINAND MAGELLAN:
Boosts ship movement and reduces the time to sail home and back

HERNANDO DE SOTO:
Lets all units see as far as scouts.

on the main colony is a lot harder. With ships bringing in more recruits it is just not worthwhile unless your army are highly skilled, well armed, and in large numbers. Also remember that the different Indian tribes don't communicate much. So, you can still be friends with the Iroquois, Apache, and Sioux tribes whilst happily ransacking the Incas.



DEALING WITH EUROPEAN POWERS

The other European powers, and indeed the Crown, can prove to be a right royal pain in the bum. However, having them on your side is always the best option, mainly because if you are at war with them they tend to try to kick hell out of all your colonists. Until you have a decent strength army it is best to keep on good terms with everyone. However, if you have Benjamin Franklin in congress then you can be sneaky. Every time you meet a foreign colonist they will try to make peace with you because of Benjamin's diplomatic skills. So, gradually try to wipe the other forces off the map by slowly capturing their smallest outposts. This will automatically make them declare war on you, but within the space of a few turns they'll want to make peace again! Also try to use the powers of congress to try and set up a trade agreement with them



PIRATES!

As you will already know, each ship flies the flag of its country. So, if you go round knocking off enemy ships left right and centre it will be a bit of a give-away as to who owns the ship that is doing it. This is where the Privateers come in. These fly the skull and crossbones, hiding the identity of it all. When the European powers complain, just deny everything and they'll still be happy. Combat at sea is exactly the same as combat on land, but if ever you win it is highly likely that you will be able to steal cargo.

On the other hand, if you get defeated there are three things that can happen. Firstly, your cargo will get stolen. Secondly your ship will be damaged, and thirdly the ship might get blown out of the water altogether.

When a ship is damaged is sails back across the ocean for repairs. This can mean it is out of the game for a very long while, which is not good. To get round this, set up a dry dock in one of your major colonies. The damaged ships will head there and be ready in no time at all.

By studying the geography of the map you will no doubt notice that there are quite a few rivers and bays around, and that the other forces sail through them. Set up some of your attack ships near river necks or harbour mouths to catch them as they pass by with valuable cargo. Don't feel guilty about doing this, as they'll no doubt do it to you at some stage anyway!

The most powerful ships are the warships which are despatched by the crown when independence is declared. Don't take on these babies one on one - you'll lose. Instead try to get a small fleet of Privateers or Frigates to attack all at once to stand a better chance.

THE REBEL ALLIANCE

Among the colonists there is a rebel element. One of the ideas of the game is to cultivate this rebel force. One way of doing this is to get any colonists who aren't doing anything to make Liberty Bells. Apart from being a crap album this is the symbol that inspires people to rebel and form their own independent country. When a town has 50% support from its occupants its productivity will increase by one point. You can tell when a town is at this level because the number of colonists turns green. When they have 100% support productivity goes up by another point and the number turns blue.



A MISSION FROM GOD

One of the main reasons people wanted to leave their home country in the first place is down to religious disputes. Take advantage of this by encouraging religion in your country. If people in England learn that their religion is being represented more fairly across the ocean they will join up willingly.

This can be done in a number of ways. First and foremost, build some churches. They are quite cheap and don't take long to make. Secondly, turn some off the colonists into missionaries and get them to build missions in the Indian tribes. They won't be too happy by this but soon they will convert to your faith. The other countries are also on holy missions, and they will be trying to set up missions too. You can tell how strong the mission following is by the brightness of the cross. If ever you come across a mission that has already been established by another power it is possible to denounce them and burn their priests at the stake! Do this by sending in an experienced missionary, who will do his duty.

INDEPENDENCE DAY

When over fifty percent of the colonists throughout the country are unhappy with the crown Independence can be declared. This may seem like a fun thing to do at the time but it can have a backlash. After the first independence day party you'll realise that the crown is not happy. They'll refuse to trade with you and will send over troops and warships to find out what the hell is going on. Surviving from beyond this point is the hardest part of the game.



VIROCOP



CraftGold's latest Amiga title, the corking ViroCop gets the full tips treatment from the all new One crew. Over the next few months we'll be fully mapping the game, showing the locations of all the guardian bosses that must be killed to progress, plus the switches activating the moving platforms and doors on the later levels. This month we have mapped the first part, "It's a funny old game". Although you might think the first level would be relatively straighforward, you would be mistaken. Without careful planning you'll never make it to the second level, but with these maps it should be a breeze. Also included are some tips on how to kill the first end of level bosses, the ice skaters. Anyway, without further ado I now declare this tips section opun. (Surely you mean open Lee? - Rich?) (Oh ARSE! - Lee)


ART




DAVE



Hmmm, remember earlier on when I said we'd be giving you tips on how to defeat the end of level Ice Hockey bosses? Well, I lied. In actual fact the bosses are very easy to kill as long as you've been careful through the levels and collected enough orbs to buy a better gun. If you haven't then your best bet is to hide behind either hockey net and shoot either up or down depending on which way they attack. Make sure you pick up all the orbs they drop to use in the armoury.

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

A.B. TOWER ASSAULT

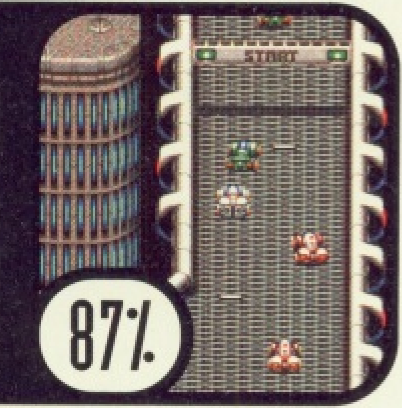
Publisher : Team 17
Issue Reviewed : January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



85%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

BANSHEE

Publisher : Core
Issue Reviewed : July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved.
In it.



91%

THE CLUE

Publisher : Black Legend
Issue Reviewed : September 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

DAWN PATROL

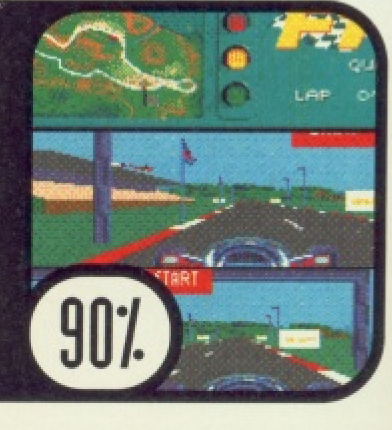
Publisher : Empire
Issue Reviewed : April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

F1

Publisher : Domark
Issue Reviewed : February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



90%

So it's August, and all thoughts turn to Summer Holidays. Well mine certainly do anyway, although I'm sure there are some sad blokes out there that would rather be playing Amiga games, and that's why we're here of course, to help the sad gits.



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!



87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.



88%

K240

Publisher : Gremlin
Issue Reviewed : May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

HEIMDALL 2

Publisher : Core
Issue Reviewed : Dec 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

PGA EURO TOUR

Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved.
In it.



88%

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



90%

RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

...and to help you sad gits out there, we've pumped up our recommended section to four pages, with bigger and better screenshots so you can see more of what you want, the graphics. A little bit of space left to fill, so how about the word 'Arse'?



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.

90%



S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.

90%



SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

91%



THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.

92%



SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

89%



UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.

89%



SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.

88%



WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.

86%



SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'

90%



X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

82%



NEXT MONTH

Well, we could do what the old The One crew used to with this page, and simply have a little bit of fun and games, while not actually telling you anything, but we're not like that, oh no!

We're going to tell you what games might (or might not, you never can tell) be in next month's issue.

Well we've featured Wheelspin twice now, so expect a finished version next ish. Also on the games front the second and third Doom pretenders, Fears and Alien Breed 3D should also make their way here.

Apart from that? What about Baldies, Tiny Troops, and perhaps even the newly unbugged Flight Of The Amazon Queen?

I see you're still not satisfied! Alright then, we'll also be featuring the second part of our huge Virocop guide, more WiPs, more updates, more replays!, plus the start of our new re-wind feature.

See you next month!